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| **Risk/Hazard** | **Who might be involved** | **Control Measures** | **Comments, Review and Revision** |
| Falling in water | Cubs | No hiding near water.  Told of the regions that are out of bounds before the game begins, especially no hiding near water because if Cubs were to fall into the water, they may drown.  Care to be taken around the lake shore. Cubs not to be pushing or messing around in that area. If possible, at least one leader on far bank. |  |
| Getting lost | Cubs | Cubs should stay in pairs, and then if something happens to one person, someone else knows about it. If they do get lost return to the barbecue point.  One group stays down by the pond with at least one leader while the other group goes making or following the trail. Only one group’s on the move at a time and we don’t have unescorted groups.  Boundaries: Stay within the wooded area and the playground. Do not follow any of the paths out. Leaders to monitor the three exits. |  |
| No hiding in/ wandering into out of bounds regions | Cubs | Out of bounds regions should have already been defined to cubs. |  |
| Slips, Trips and Falls | All | Warn that there’s plenty of uneven ground onsite and to take care especially when running about. Beware of brambles and nettles. First aider/ first aid kit on site. |  |
| Injury due to low light | Cubs | Take extra care moving about at night. Don’t shine torches in people’s faces—it dazzles them and makes it difficult to see for a while. Tilt head torches down if possible. If dazzled, stop until you’re sure it’s safe to move again. Remind them of incident with someone losing an eye to a tree branch. |  |
| Collisions due to running about with limited visibility | Cubs | Don’t run (or even play) amongst the tents. Remind them of incident a couple of years ago. |  |
| Falling from height | Cubs | There are steep drops onsite, so the area to the west of the track going north-south is out of bounds unless a leader is present and is supervising. |  |
| Staying hidden | Cubs | Return signal when game’s over if not everyone has been found. |  |
| Hit by car | Mainly cubs | The main drive and perimeter road are the boundaries and are not to be crossed/walked on. |  |
| Injured running through trees | Cubs | Cubs told not to run through the wooded areas. |  |
| Dog muck on feet, tramped into hut | Cubs | Warn to watch where they walk, line up and shoe inspection before returning into hut. |  |
| Foreign objects | Cubs | When playing wide games in public places, it’s possible to come across things like syringes, broken bottles etc. Leaders should inspect the area beforehand but can’t check everything, so cubs need to be warned not to pick up or play with anything that looks dodgy and to tell a leader if they see anything. |  |
| “Stranger danger” | Cubs | When playing wide games in public places, the cubs are more exposed to “stranger danger” than in a more controlled area such as a scout camp. They therefore should go around in groups, should not go out of earshot of a leader and should carry whistles to make it easier to attract attention if necessary. Leaders should inspect the area beforehand and keep an awareness during the activity of who’s around, cutting the activity short if there’s concerns. |  |