

5th Dunstable ScoutGroup - Risk Assessment

Version	Produced By	Date	Content
1	Ian Ellis	1/3/2021	Base version
			Reviewed by Jenny Ryder 10/06/22
2	Jenny Ryder	27/5/23	

Camping (Outdoors)			Date of next review	
Hazard/Risk	To Whom	Controls	Changes which need controlling	
<i>Hazard - Something that may cause harm or damage. Risk - The chance of it happening</i>	<i>Young people, Leaders, Visitors?</i>	<i>Controles - Ways of making the activity safer by removing or reducing the risk from it. For example - you might use a different piece of equipment or you might change the way the activity is carried out</i>	<i>Keep checking throughout the activity in case you need to change it ...or even stop it! This is a great place to add comments which will be used as part of the review.</i>	
Hazard - Carrying Equipment to and from vehicle between storage/campsite Risk - Straining muscles	All	Do not lift heavy objects where possible break down the load or lift in pairs. Keep carrying distances as short as possible for heavy equipment. Use of trolleys is recommended where possible. Stop lifting if pain or discomfort is experienced.		
Hazard - Setting up and taking down tents Risk - Tent collapsing	All	Check for any natural hazards, i.e. holes in ground, insect nests, overhanging branches. Plan the way that the tent needs to be erected/taken down before starting. Ensure tent are erected on flat and level ground where possible. Competent adult to check on erecting/collapsing skills of those participating. Guy lines to be checked daily.		
Hazard - Slips, trips and falls Risk - Personal injuries	All	No running to take place around the tents. Appropriate footwear to be worn at all times. Sufficient space to be left between tents to allow a clear pathway, pitch entrances to be communicated to all participants. Torches to be used at night.		
Hazard - Fire Risk - Injury, burns.	All	No fires near tents. No gas lamps to be used in tents. See separate Risk Assessment For Fires and gas equipment. Fire fighting equipment to be available. First Aid kit to contain burnstop dressings.		

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Hazard - Cooking Risk -	All	Ensure all cooking is in a appropriate area. Use of gas burners and open fires, see separate Risk Assessments.	
Hazard - Food Risk - Poisoning/allergies	All	Avoid 'over' purchasing of food. Store food in closed containers. Keep perishable goods (milk etc.) chilled. All known allergies to be recorded and these foods to be avoided if possible or separate food provided, and prepared/cooked separately. All food to be stored off the floor.	
Hazard - Infection Risk -	All	Fresh water and hand washing facilities to be provided. Those preparing food to wash hands before doing so. Hands to be washed prior to eating. Any person showing signs of food poisoning are not to handle or prepare food for others.	
Hazard - Chemicals/hazardous materials Risk - Chemical burns	All	Instruct young people not to approach unknown containers. Cleaning products to be stored securely. PPE to be available for use, if it is required. Keep a record of any substance that is likely to be hazardous COSHH assessment to be completed for any hazardous chemicals/materials.	
Hazard - Weather Risk - Hypothermia or heat stroke.	All	Participants are to be issued with a kit list which is to include clothing appropriate for hot and cold/wet weather. The planned activities and the continuation of camp will be reassessed as the weather changes and will be amended or cancelled as needed.	
Hazard - Allergies Risk - serious allergic reaction	All	Participants to complete an allergy questionnaire prior to attending trip. Medication for youth members to be securely secured by leaders unless it needs to be carried around. All appropriate medication needs to be available, clearly labelled with the participants name and adequate instructions.	
Hazard - cross infection from illness on camp	All	Vomit and other bodily fluids to be cleaned up as quickly as possible with suitable cleaning agent. Any bedding or materials which cannot be cleaned to be	

Considerations for Squirrels

Hazard/Risk	To Whom	Controls	Changes which need controlling
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Getting lost on site	Squirrels	Beavers not to be allowed to move around site without a leader. Two leaders to be nominated to be woken in the night if a Squirrel need to go to the toilet. The tent(s) of these leaders to be clearly marked so that Squirrel can find it in the dark	
		Squirrels to wear neckers at all times on site so that other leaders/site crew can match them to 5th Dunstable	

Considerations for Beavers

Hazard/Risk	To Whom	Controls	Changes which need controlling
Getting lost on site	Beavers	Beavers not to be allowed to move around site without a leader. Two leaders to be nominated to be woken in the night if a Beaver need to go to the toilet. The tent(s) of these leaders to be clearly marked so that Beavers can find it in the dark	
		Beavers to wear neckers at all times on site so that other leaders/site crew can match them to 5th Dunstable	

Considerations for Cubs

Hazard/Risk	To Whom	Controls	Changes which need controlling
Getting lost on site	Cubs	Cubs to always move around site in at least pairs, Cubs to wake up the nominated sixer or seconder if they need to go to the toilet in the night.	
		Cubs to wear neckers at all times on site so that other leaders/site crew can match them to 5th Dunstable	

Considerations for Scouts

Hazard/Risk	To Whom	Controls	Changes which need controlling