

Risk Area: Water Confidence

Date of next review: 31.01.22

What are the hazards?	Who might be harmed and how?	What are you already doing?	Do you need to do anything else to control this risk?	Action by who?	Action by when?	Done
<p>This RA covers the measures required to ensure the safe operation of on water team games. These include group and individual games lead by a member of staff. Where measures are required for specific / bespoke activities, these will be individually risk assessed.</p>						
General Injuries	Staff and visitors	<ul style="list-style-type: none"> Staff will inspect all equipment before use First aid kit with staff All staff to receive in house training and induction to cover best practice Suitable footwear and wetsuits to be worn and checked over by instructor 				
Falling pontoon jumps	Staff and visitors	<ul style="list-style-type: none"> Pontoon jumps to be performed where a depth check resulting in depth more than 1 full paddle length directly in line with the pontoon Pontoon jumps to also be approved by the IC for the day by checking the yellow markings on the pontoons for depth and position. Helmets and buoyancy aids to be worn for pontoon jumps. No 'feet above head' jumps permitted 				
Head Injuries	Staff and visitors	<ul style="list-style-type: none"> Guest briefing Staff awareness Helmets to be worn for all parts of activities 				
Cold/Wet	Staff and visitors	<ul style="list-style-type: none"> Staff ensure correct clothing appropriate for conditions Wetsuit must be worn for wet team games Length of session to be adapted for the conditions 				

<p>Drowning Drowning is an inherent risk in all water activities</p>	<p>Staff and Visitors by falling out of vessel or during capsizes</p>	<ul style="list-style-type: none"> • Buoyancy Aids must be worn, include CE mark and 50N • Trained and Qualified Instructors • VHF Radio carried or appropriate means of communications • Roll mats in safety craft • EAP is in place • Staff trained in EAP completion • Buoyancy Aids are checked by instructors before use. • Self-inflating lifejackets are available for guests that have injuries or disabilities which prevent them from turning themselves face up after falling in the water • Water confidence sessions provided prior to going afloat. • Capsize drills covered promoting student safety 				
<p>Group Control Whilst Afloat</p>	<p>Staff and visitors</p>	<ul style="list-style-type: none"> • All Guests receive a safety briefing before each activity • All Guests are shown safety hand and whistle signals and there meaning. • All Guests are given an area to stay within • Swimming activities without the use of equipment (SUPs, Rafts Canoes etc) to be restricted to the UKSA basin (tide permitting) 				
<p>Entanglement</p>	<p>Staff and visitors</p>	<ul style="list-style-type: none"> • Ropes to be tied at both ends so not loose • Instructor to make sure no unsuitable leaps or jumps are made • Staff carry knives for release. • Group control managed 				
<p>Slipping</p>	<p>Staff and visitors</p>	<ul style="list-style-type: none"> • Any activity on the slipway will include a brief • If the slipway is too covered in weed then alternative activities will be found. • Footwear to be used at all times. No bare feet. • The boson should be made aware if the slipway is not suitable. • Any activity that involves faster movement than normal has an increased chance of slipping especially if area is wet 				

Guest Medical Issues	Staff and visitors	<ul style="list-style-type: none">• All guests must have completed a medical form before going afloat.• All instructors must check if there any medical issues with the group they are taking out.• Medicines must be placed in a dry bag and kept with instructor at all times.• Medication must be given to the student at the end• If a guest has a medical issue which may warrant an individual risk assessment the chief instructor will make sure this is completed				
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