

Risk Area: Team Building

Owner: Watersports Manager

Date of next review: 31.01.25

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
This RA covers the measures required to ensure the safe operation of generic on land team games. These include group and individual games where lead by a member of staff. Where measures are required for specific / bespoke activities, these will be individually risk assessed.						
General Injuries	Staff and visitors	<ul style="list-style-type: none"> Staff will inspect all equipment before use First aid kit with staff Staff to have a means of emergency contact available All staff to receive in house training and induction to cover best practice 				
Falling	Staff and visitors	<ul style="list-style-type: none"> Any task involving a drop of more than 1m, a helmet must be worn. Use area's with soft ground Briefing on appropriate ways of lifting each other Instructors spotting for any lifts that occur Pontoon jumps to be performed where a depth check resulting in depth more than 1 full paddle length directly in line with the pontoon. 				
Head Injuries	Staff and visitors	<ul style="list-style-type: none"> Guest briefing Staff awareness Helmets to be worn for all parts of activities where risks are high eg: climbing wall. 				
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 Additional clothing to be brought on sessions where temperature is low Drinks to be provided when temps are high Sufficient ventilation to be provided when temps are high 				

Group Control Whilst Ashore	Visitors behavior and conduct impacting safety	<ul style="list-style-type: none"> • All Guests receive a safety briefing • All Guests are shown hand and whistle signals and their meaning • All Guests are given an activity area to stay within • IC to ensure session plans and locations are appropriate • SI Afloat to check on control of sessions and offer support where necessary • Additional staff allocated for groups Risk Assessed as requiring additional support (special needs or behavioral concerns as an eg) 				
Group Control Whilst Afloat	Staff and visitors	<ul style="list-style-type: none"> • All Guests receive a safety briefing before each sub activity • All Guests are shown safety hand and whistle signals and there meaning. • All Guests are given an area to stay within 				
Entanglement, onshore	Staff and visitors	<ul style="list-style-type: none"> • Ropes to be tied at both ends so not loose • 1 student at a time to go through ropes • Instructor to make sure no unsuitable leaps or jumps are made 				
Slipping	Staff and visitors	<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 • Indoor flooring to be checked for trip hazards and wet patches • Defects to be reported or removed prior to activity taking place. 				
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 back 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 				