



# Wide Game- Risk Analysis and Management

Risk Analysis		Management				
Hazard/Harm	Risk severity (Initial)	Control (Eliminate/ Minimise)	Action	Risk severity (residual)	SOP	Accepted
People: People being too competitive and hurting others	12	M	Leaders to explain expectations of participants	8	-	Yes
People: People causing emotional harm to others	12	M	Play games appropriate to age/group	6	-	Yes
Equipment: Harm from coming into contact with obstacles	12	M	Group told to be careful around obstacles and corners of buildings	6	-	Yes
People: Poor supervision	12	M	Have leaders/supervisors stationed around game area	4	-	Yes
Condition/People: Slips, Trips, & Falls	10	M	If done in the dark, provide a source of light. Remind participants and supervisors to look out for one another and be careful around potential obstacles or rough terrain.	3	-	Yes
People: Impairment of Supervisor	6	E	Organiser to look out for signs of impairment	3	-	Yes
Environment: Natural Hazard	6	M	CYC Staff to be aware of changing conditions and not undertake in severe weather events	2	-	Yes
Equipment: Damage to equipment	2	M	Leaders to check prior to putting out gear	1	-	Yes
<b>Emergency procedures</b>						
Stop activity, assess situation, administer first aid, call emergency services if necessary, notify camp organisers and camp staff, and fill out an incident form when practicable.						
<b>Equipment</b>		Instructions specific to game Equipment specific to game				
<b>Final decision on implementing activity</b>		<b>ACCEPTED by CYC Director</b>				
<b>Comments</b>						
Circumstances can change quickly, supervisors need to be diligent in their task, and respond as needed. CYC reserve the right to close this activity.						