



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 playing too hard 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 be4 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
Equipment: Damage to equipment	2	M	Leaders to check prior to putting out gear	1	-	Yes
<p>Emergency procedures</p> <p>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.</p>						
Equipment		<p>Instructions specific to game</p> <p>Equipment specific to game</p>				
Final decision on implementing activity		ACCEPTED by CYC Director				
<p>Comments</p> <p>Circumstances can change quickly, supervisors need to be diligent in their task, and respond as needed.</p>						