

Strategy & Evolution

Year: 2024

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Reviewed by: Callum Tompkins 30.04.2024

General

Hazard	Who Might Be Harmed	Is the Risk Adequately Controlled, or is More Needed	Review and Revision
Trips and falls while moving round the tent	Everyone	Site is relatively flat, any obvious holes will be filled if possible, any trailing cables will be marked and rubber ramps utilised to minimise trip hazard. Edges of picnic blankets to be taped to prevent trips. <u>Lighting will be adequate to prevent trips.</u>	
Heightened mood	Everyone	Area to be supervised by Inclusion team or another nominated individual. In the event of a scout or adult being in distress they will be taken to the quiet area and away from the rest of the group. In the event that their behaviour escalates the tent will be evacuated of all but core inclusion staff and leaders who will help the person calm down. Inclusion team are knowledgeable in de-escalation techniques and in the absence of a person who knows the Scout they will take the lead.	
First Aid	Everyone	All groups are expected to supply their own first aid kits and have at least one leader with a valid first response certificate. The event will supplement this with a medical tent (and first aid posts during the main event) for second opinions and more serious injuries.	
Mental Health First Aid	Everyone	There are people on site who have Mental Health First Aid training and these names will be available to the Chill area.	
Fire from rope lights	Everyone	Clearly defined fire exits will be laid out. Designated fire points, with fire extinguishers, within 50m of any tent. Electrics will be tested by a trained professional unless new.	
Access to scissors and sharp instruments	Everyone	Leaders will be in charge/supervising all the activities. Usual risks from using scissors, knives, paper, etc. Scissors will be put away each evening and kept in control. Chill tent will be supervised at all times whilst open.	
Difficulty in communication while accessing Chill Area	Young people	List of participants who may need to access area coming from the joining instructions. Flash cards for Chill helpers to aid communication.	
Hot drinks in the leaders chill area	Everyone	Leaders do not leave the area unless their beverage is in a sealed container.	

