

Strategy & Evolution 2025 - Main Event - Generic RA			Assessor: Callum Johnston	
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<p>Context: The Strategy Main Event is an activity hike set within Cirencester Park. It runs between 0900 and 1630 on the Saturday of the weekend. The Event consists of 30 activity checkpoints arranged around three HUBs. The HUBs are central locations for Shelter, Water, Medical aid and assistance. Participants are in teams of 4-7 young people and are able to roam the fenced park area to attend the 30 checkpoints to complete tasks and activities to score points.</p> <p>General Safety Considerations and Briefings:</p> <ul style="list-style-type: none"> - Verbal Leaders Brief: Preparation for the Main Event takes place on the Friday evening with a Leaders Brief in The Retreat (Appendix 1.1). This safety briefing covers aspects including locations, scoring and logistics as well as safety aspects including hazards and potential risks as well as emergency contact details. Printed copies of the 'Base Leaders Brief' (Appendix 1.2) are also supplied in the Retreat for future reference as well as in the Checkpoint Packs provided on the morning of the Main Event. - Participants Brief: Safety information is contained within the Participant Booklet made available to all participants before attending the weekend. The Safety protocol in case of emergency is included on the Scorecard/Routecard carried by all teams (Appendix 2.2) The participants receive a Main Event Briefing on the Main Stage at 0830 on the Saturday morning (Appendix 2.1). This addresses several aspects including locations, scoring and logistics as well as safety aspects including hazards and potential risks as well as any evolving or dynamic risk considerations. - Check Point Brief: Leaders are encouraged to give a safety briefing as part of the checkpoint briefing before teams take part. They are reminded to designate a leader in charge and control risk that is identified. It is highlighted at the leaders brief that this specific brief should be dynamic, highlighting any hazards or risks that may have developed or evolved whilst preparing the activity. - Directorate Huddles: These are huddles held between the senior leadership team. Taking place 2-3 times / day it highlights the safety focuses and any evolving or changing risks in the coming time period. <p>The Strategy Main Event sits within the Strategy and Evolution Event Management Plan. It describes the pyramid system of escalation of assistance for Participants and Leaders to deal with any incidents. For example with a medical incident escalating from dealing with it within their own team first aid kit; involving checkpoint leaders; gaining welfare and medical assistance from HUB leaders; gaining assistance from the S&E appointed Medical Event Cover contractor ; involving external NHS / ambulance assistance.</p>				
General / Environment				
Hazard	Who Might Be Harmed	Is the Risk Adequately Controlled, or is More Needed	Review and Revision	
"A hazard is something that may cause harm or damage. The risk is the harm that may occur from the hazard."	Young people, Leaders, Everyone etc.	Controls are ways of making the activity safer by removing or reducing the risk. For example, you may use a different piece of equipment or you might change the way you do the activity	Keep checking throughout the activity in case you need to change what you're doing or even stop the activity. Keep checking throughout the activity in case you need to change what you're doing or even stop the activity. This is a great place to add comments which will be used as part of the review.	
Trip, slips and falls	Everyone	Team members will be supervised at all times during activities at checkpoints, and can be stopped at any time. Leaders will pick appropriate clearings for activities. The area should be inspected and any clear trip hazards such as twigs or roots should be removed or the site relocated. Appropriate footwear will be worn by participants.	Appropriate footwear is now included as part of the Kit list and kit check during the brief.	
Collision with other participants during checkpoint activities	Everyone	Make sure that the rules of the game restrict or prohibit contact. There are no checkpoints where physical contact or collisions are involved. To prevent accidental collisions a brief is given to participants on the rules of the activity.		
Fall from height	Participants	None of the checkpoint activities involve anything that is not at ground level. Specific external activities are listed below and contain their own Risk Assessment.		
Overexcitement or fatigue preventing rule following	Participants	Rules should be clearly explained at the start of the game each time it is played Monitor the mood level throughout the game. Use a clear communication to stop the game such as shouting stop. Ensure adequate supervision at all times. Have a clear, unobstructing location for those not participating in the game.		
Navigation issues	Everyone	Teams will each have to carry a map as part of their team kit list as well as a compass (Appendix 3) The site has been chosen as it has relatively easy to navigate 'rides' as well as a surrounding fence prior to the main road. Participants will also be briefed regarding the site boundaries. Leaders and helpers will be available during the main event to help guide participants if lost.		
Dehydration	Everyone	Water is supplied at the start of the event and at the HUBs around the Main event and participants are briefed to carry appropriate water reserves before setting out. Water bottles are checked as part of the Main Arena Brief kit check. In the event of hot weather all participants can be supplied with a 500ml reusable bottle of water. Participants should be regularly reminded to keep hydrated.	If weather is deemed excessively hot by organisers on the day additional bottled water is provided to each participant on top of what they are already carrying.	
Fatigue	Everyone	The event is voluntary and participants are briefed to go at whatever speed they wish to and rest frequently and often. There is plenty of shade and rest space in the main Play Area. Water, toilets and welfare areas are positioned at the Main HUBs.		
Cold / Wet	Everyone	The Participants Kit list ensures they are suitable dressed with warm clothing and wet weather gear. This kit is checked at the Main briefing and at one of the Checkpoints on the Main Event. There are medical and welfare support positioned at the HUBs		

Injury from Checkpoint equipment	Participants	Checkpoint equipment is checked in the preceding week when the Main event is being prepared. Check any equipment is in good repair before each activity. Instruct YP on proper and acceptable use of equipment before each game.		
Personal first aid or minor injury eg Blisters	Everyone	Participants are advised to wear appropriate footwear to include sturdy shoes or hiking boots with socks.. This should prevent minor ankle injuries and prevent blisters.		
Intra and Inter-Team Conflict	Participants	Participants are grouped by their own group leaders and are put into groups that compliment their personalities. At the event brief teams are reminded about scouting values and that although a competition, civility is paramount. Leaders are also on hand at each checkpoint to help resolve any conflict.		
Participants choosing to get themselves lost of leave their team	Participants	This is a challenging what to fully prevent but briefings in the morning encourage teams to stay together and resolve any issues as a team. Leaders are encouraged to put young people in teams they will be compatible and compliant with prior to the event. Leaders are also on hand during the main event at checkpoints and at Welfare HUBs to resolve any potential conflict.		
Safeguarding	Participants	The Scouting Young people first yellow card is used throughout the Strategy and Evolution Events. All leaders are given a copy on arrival and must be up to date with their training. There is a designated Safeguarding lead and as per the code of behaviour all safeguarding concerns are reported to national HQ.		
Checkpoint & Equipment				
Hazard	Who Might Be Harmed	Is the Risk Adequately Controlled, or is More Needed	Review and Revision	
Throwing Objects	Everyone	Leaders should give a short brief at the start of any activity to inform participants of any risks relevant to that activity. Participants should warm up before completing any repetitive or strenuous acts such as throwing disc frisbees.		
Being hit or injured by equipment	Everyone	Leaders are trained in First Aid in keeping with Scouting Guidance. HUBs have first aid kits and there are designated First Aid Contractors on site that are informed of activities going on and can be dispatched to checkpoints if injuries occur. Barrier tape will be available to section off areas of the activity that may be high risk for objects being thrown.		
Rope use	Participants	Participants may take part in activities that involve rope, either using it for simple pioneering tasks or following a piece of rope or twine with their hand. They should be appropriately briefed with regards to holding the rope gently, not letting it run through their hand and to stop if they develop any hot spots or pressure points.		
Heavy Weight eg. Archeological objects falling	Participants	Participants will be supervised whilst taking part in checkpoint activities that involve external equipment such as artefacts. They will be briefed to be cautious and objects chosen will not be excessively heavy.		
Nail Varnish	Participants	Participants should be briefed prior to using nail varnish that they should not use it if they have a known allergy. Nail Varnish removing cream/lotion is available. Likewise First Aiders are available during the Main Event.		
HUBS				
Hazard	Who Might Be Harmed	Is the Risk Adequately Controlled, or is More Needed	Review and Revision	
Hot items	Leaders	Hot drink making facilities (gas stove and kettle) are available at each hub. Oven gloves are available and basic precautions such as using a space in the tent away from other people should be considered. First Aid kits also contain burns dressings, water and clingfilm for burns first aid.		
Cleaning Equipment	Leaders	Leaders should read the sides of any container containing cleaning equipment prior to use.		

Fire	Everyone	There are fire blankets or fire extinguishers available at the HUBs with appropriate instructions on the sides.	
Water Bowsers	Everyone	Water Bowsers are available at each HUB. Brakes are to be kept on at all times and they should only be moved by event staff. Chocks are also advised if the area is hilly or sloped.	
First Aid issues at HUBs.	Everyone	Leaders are trained in First Aid in keeping with Scouting Guidance. HUBs have first aid kits and there are designated First Aid Contractors on site to respond to any medical issues.	
Big Ticket' External Hired Equipment			
Specific RAs are provided for each of the 'Big ticket' or external activities including either provided by an external contractor, such as CaveBus or Inflatables company or by a team from outside S&E such as the Gloucestershire Climbing Team. Leaders are advised to read these before helping with the activities and they are made available in the Checkpoint briefing packs.			
Climbing	Young People	Hiered equipment from event Higher Gloucestershire Climbing Team. Reponsible Leader: Andy Email: climbing@gloucestershire-scouts.org.uk Risk assessment sent separately.	
Inflatables	Young People	External hired equipment from Sks the Limit: Risk assessments are available at https://www.skys-entertainment.com/pages/hs#BodyContent and either a printed copy or QR link to this page is made available in the respective folders for each Checkpoint. We have hired: Whack-a-mole Assault course Also sent separately	
Caving - Cave trailer	Young People	Hired from event Higher. Risk assessment sent separately	
Appendix			
Whilst the Briefs are often modified and tweaked in the days and hours leading up to the deliver the core components are kept the same and as such, as an example the briefs are demonstrated below on the other sheets within this document.			