

Hazard	Who Might Be Harmed	Is the Risk Adequately Controlled, or is More Needed	Review and Revision
Drowning in large buckets	Young people, adults	Activity to be supervised by adults at all times	
Buckets that are too heavy could strain arms or cause drops onto feet, bruises	Young people, adults	Activity to be supervised by adults at all times and check bucket is not overfilled Lightweight buckets to be used Reduced amount of water in buckets (only filled to line half way up)	
Water leaking onto floors or grass may cause slips, especially when children are excited or running.	Young people, adults	Activity to be placed in an area with low thoroughfare on well grassed area, where ground becomes wet, carry out dynamic risk assessment and move the play area When ground appears slippery or sodden, activity leader to move game area Game is a "Walking only" game. Competition comes from amount of water transported not time. Distance between buckets is limited (5m) Reduce water flowing by ensuring bucket holes are small diameter and able to be covered by 4 young people (8 hands) Buckets only filled to a line half way up to reduce spillages	
Sunburn after activity where suncream has washed off	Young people	Supervising leader to mention this to group leaders and remind to reapply suncream where needed	
Hypothermia if wet and cold	Young people	Activity to be supervised by adults at all times Towels to be available for those that get very wet	
Risk of minor finger discomfort, pinching, or sharp edges.	Young people, adults	All drilled holes to be sanded internally and externally. Holes are drilled to small bore (e.g. 5mm) to prevent fingers being able to be put into holes When giving instruction, leaders to explain that holes can be covered using any part of the hand (e.g. Palms)	
Water splashing could cause temporary discomfort or distress.	Young people, adults	Remind children not to splash deliberately. Use clean tap water only. Keep bucket height below chest level.	
Whilst focusing on bucket, young people may bump into one another or trip over one another. Collisions between participants.	Young people	Clearly marked start & finish areas, clear instructions given at start. Adequate space between teams. Groups limited to 6 people per team	
Emotional distress or exclusion - Children may feel frustrated, left out, or upset if the task is difficult.	Young people	Instructions to focus on team work, reducing water loss and not racing. If teams larger than 6, allow multiple goes on activity.	