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| **Risk Assessment**  **(OSM)** | **Soft Target Sports** | **Date of risk assessment** | **09.06.24** | **Name of person doing this risk assessment** | **John Anderson** |
| **Category**  **(OSM)** | **Activities** | **Date of next review** | **09.06.26** |

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| **What hazard have you identified?**  **What are the risks from it?** | **Who is at risk?** | **How are the risks already controlled?**  **What extra controls are needed?** | **What has changed that needs to be thought about and controlled?** |
| Overexcitement and not following rules or instructions leading to injury | Young people  Leaders | * Section code of conduct in place to set clear expectations of behaviour. * Explain the activity clearly using age-appropriate language. * Monitor the mood level throughout the activity. * Use a clear communication to stop the activity – everyone should stop as soon as they hear two blasts on the whistle or anyone shouting stop. * Have a clear location for those not participating in the activity. * Have at least two leaders: one to control the game, one to monitor the room generally. |  |
| Injury caused by being hit by a moving projectile |  | * Shooting area securely marked out with signage. * Waiting area. * Clear instructions provided about not walking into shooting area. * Issue “Stop” command if shooting area is breached. * Safety glasses are available to adults and young people if desired. |  |
| Injury caused by improper technique |  | * Ensure that all jewellery, loose clothing, and long hair is removed or tied back. * Provide a clear demonstration of how to shoot * Consider closer supervision for children with SEN. * Ongoing monitoring and advice. |  |
| General risk of slips, trips, or falls, and injuries caused by collisions | Young people  Leaders | * Check that the shooting and waiting area is clear of objects, particles, and spills that could increase risk of tripping or slipping or cause injury if someone falls on them. * Make sure that players are wearing appropriate footwear and laces are tied. * Close all doors where possible to make sure there aren't any additional obstacles. * Consider how many people are playing (the more players, the higher the risk of serious injury). * Consider the difference in size between players (the greater the range, the higher the risk of serious injury). * First aid if required. |  |
| Other unforeseen hazards | Young people  Leaders | * Dynamic risk assessment to be performed by all leaders in line with TSA guidelines. * Hazards to be shared with other leaders and appropraite mitigation to be actioned. |  |