

RISK ASSESSMENT – WALKS/GAMES ON ROUGH TERRAIN/WOODLAND ORGANISED BY PURE ADVENTURE – JERSEY

Establish: a local knowledge is to be verified for the type of terrain and paths to be used by the supervising leading guides.

HAZARD OBSERVED	RISK BEFORE CONTROL MEASURES	PERSONS AT RISK	CONTROL MEASURES	COMMENTS ACTIONS	RESIDUAL RISK RATING
Falls, twisted or broken limbs	Injury, death.	Participants	<ul style="list-style-type: none"> • Leader experienced walking in terrain and of leading groups. • Group wearing suitable supportive footwear and clothing • Route researched and, if necessary, pre-walked – specific hazards (rabbit holes, unstable surfaces, cliffs, water hazards, etc) risk assessed. • Weather forecast, ongoing assessment of conditions and adjustment of plans by group leader. 	Leader provides evidence of competence and site specific risk assessment for each walk as necessary.	Low
Getting lost	Injury	Participants	<ul style="list-style-type: none"> • Leader has sufficient navigational skills. • Group size – ratio of ten or less per leader. Second adult with most groups. • Head counts. • Briefing of group. 	Leader competence.	Low
Injury, illness or emergency away from immediate help.	Injury, death.	Participants	<ul style="list-style-type: none"> • Leader first aid trained HSE 16 hours minimum. • Second adult with most groups. • First aid kit. • Information about pre-existing medical conditions and medication carried. • Leader has planned emergency procedures. • Communication – VHF radio or mobile phone contact. 	Pre-planning of emergency procedures and communications.	Low
Exposure to extreme weather – cold, wet, heat and sun.	Injury, death.	Participants	<ul style="list-style-type: none"> • Daily weather forecast obtained, on-day conditions assessed and • Plans to be adjusted as necessary. • All participants have suitable footwear, clothing and equipment for expected conditions. • Emergency equipment carried, including group shelter. 	Group given checklist of clothing and equipment – kit checked before departure.	Low

