

## *Beaumanor Park Risk Assessment Other Activities*

<i>Risk Assessment – Other Activities</i>			
<b>Hazard</b>	<b>People Harmed</b>	<b>Risk Control</b>	<b>Further Action</b>
<b>Cellars</b>			
Contact with objects in the dark	All participants	<p>Running in the cellars is not to be allowed.</p> <p>Participants to be shown around the areas to be used in the light to enable them to orientate themselves. Areas out of bounds to be clearly identified.</p> <p>Participants not allowed to move once the lights are out unless “caught” and shown out by someone with a torch.</p> <p>Once those doing the finding have caught participants they must show them out not simply leave them.</p> <p>At the end of the game participants must not move until told to do so by the supervising staff or lights turned on.</p>	Staff supervision throughout to ensure that these rules are obeyed.
Environment	All participants	<p>Supervising staff to check the areas to be used prior to the activity placing special consideration to trip hazards.</p> <p>Areas out of bounds to be kept locked or otherwise secured during the activity.</p>	Liase with site staff as necessary.
Participants afraid of the dark	Some participants	The area around the stair well or base area to be kept lit throughout the activity as a refuge for those concerned by	

<b>Hazard</b>	<b>People Harmed</b>	<b>Risk Control</b>	<b>Further Action</b>
Participants getting lost	All participants	<p data-bbox="770 269 1543 304">the dark.</p> <p data-bbox="770 308 1543 379">Locations to be used clearly identified and entrances secured as necessary.</p> <p data-bbox="770 419 1543 523">Head counts on entering the cellars, upon leaving and after each game. Participants always hunt in small groups or pairs this is a useful check of numbers.</p>	Member of staff to be in the cellars during the game to oversee the activity.