

# Risk assessment

Name of activity, event, and location	Archery Braggerswood Campsite	Date of risk assessment	17 April 2026	Name of person doing this risk assessment	Dave Tickner & Juliet Gregson
		Date of next review	17 April 2027		

What could go wrong? What hazard have you identified? What are the risks from it?	Who is at risk?	What are you going to do about it? How are the risks already controlled? What extra controls are needed? How will they be communicated to young people and adults and remain inclusive to all needs?	Review & revise What has changed that needs to be thought about and controlled?
TSA rules		The activity must be run following all POR rules and TSA guidance. In particular, but not exclusively: They must ensure all people are briefed on the risk assessment and safety measures. They must do dynamic risk assessments throughout the activity. A first aider, trained to First Response level should be in attendance and the location of a first aid kit known. All faulty equipment, near misses, accidents and incidents must be reported to the Camp Warden without delay. Any Braggers Wood committee member or any senior member of Christchurch District may stop the activity or the use of the range if they deem it unsafe and their decision is final.	
Risk of injury when transporting, transferring and storing equipment	All	Check any equipment is in good repair before each game Store equipment safely while not in supervised use	
Injury due to weight of laser	All	Weight of the gun may be unsuitable for younger smaller persons Injury could occur if laser is dropped	
Uneven surfaces / Trip hazard	All	Advise participants of uneven play area due to being in woodland Wear appropriate footwear and clothing. No shorts or Flipflops / Sliders. Shoes secure on feet eg laces tied.	
Laser usage	ALL	Parental consent must be obtained. Instruct YP on proper and acceptable use of equipment before each game. Provide young persons with correct safety information before the activity. No running with raised laser Laser device not to be used as baton or to strike anyone Care when moving / running not to collide with others Awareness of trip risks and extra caution when running	
Terrain - Game Zone Injury from trips and falls	ALL	Inspect game zone prior to commencement for tree debris, dead wood, branches and other trip hazards that may cause injury. Remove where appropriate and able otherwise highlight to participants or adjust game zone. Consider slip risk if wet or muddy. Adjust game zone or stop game if too slippery.	

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Young people getting lost or injured by leaving game zone or over-excitement or behavioural issues	ALL	Consider safe boundaries and advise all participants of these. Adult supervision during all games.	
Weather – increased risk of injury	ALL	Supervising leader to halt game if weather conditions make it unsafe to continue. Appropriate clothing and footwear.	

Don't forget, as part of your programme planning, you should have contingency activities in reserve just in case you can't do what was planned or you need to stop half way through. Make sure this is shared with those involved, so everyone knows how to respond. You should have risk assessed contingency activities prior to them taking place and communicated key information to those involved as with all activities.