

**CYC Forest Edge
Camp Games – Risk Management Plan**

School:	Year Level:
Supervising teachers / staff:	Dates:
Program / Excursion:	Location:

For an explanation of risk management terminology and to ensure you understand how the rating / grading system is determined please ensure you have read the **CYC Activity Risk Profile** document.

The **Camp Games** Risk Management Plan contains the specific risks, control measures and grading's for this activity, as well as the grading's of all general risks relevant for all CYC activities. Please refer to the **General Activity Hazards – Risk Management Plan** for a list of general risks and control measures relevant for all CYC activities.

Risk Description	Existing Control Measures	Risk Rating		
		Likelihood	Consequence	Control Effectiveness
Entanglement	<ul style="list-style-type: none"> There should be no loose jewelry or other objects worn that may become entangled whilst completing the various activities All equipment used with the challenges is to be used safely and under the group leaders instructions 	Unlikely	Minor	Satisfactory
People – Participant behaviour <ul style="list-style-type: none"> Inability or decision not to follow directions Inability or decision not to co-operate 	<ul style="list-style-type: none"> Remove items from games if deemed dangerous by the use of the participants 	Possible	Minor	Satisfactory
People – Participant ability Unable to cope with the activity due to; <ul style="list-style-type: none"> Fear/anxiety Complacency/over confidence Physical ability 	<ul style="list-style-type: none"> Use the 'Camp Games Folder' to determine the appropriate age and numbers per group for each game Encourage a supportive team environment Consider participant age, ability, maturity and experience when briefing the activity Allow participants to have another attempt at a later stage – if applicable Modify activity to suit ability if possible 	Possible	Minor	Satisfactory

Risk Rating – Camp Games

All identified risks are recorded in the Risk Matrix according to the Likelihood and Consequence ratings. The purpose of this matrix is to provide a snapshot of all identified risks and establish the level of risk associated to determine if further treatment is required.

X		Likelihood					
		Almost Certain	Likely	Possible	Unlikely	Rare	
Consequence	Catastrophic	80	64	48	32	16	<ul style="list-style-type: none"> • Environmental Exposure 4 • Environmental Hazard 3
	Major	40	32	24	16	8	<ul style="list-style-type: none"> • Environmental Hazard 1 • Inappropriate use after hours • People – Instructor 1 & 2 • People – Group Leader 2
	Moderate	20	16	12	8	4	<ul style="list-style-type: none"> • People – participant behaviour • Environmental Exposure 2 • People – Group Leader 1 • Environmental Exposure 3
	Minor	10	8	6	4	2	<ul style="list-style-type: none"> • People – participant Behavior • People – participant ability • Slip-Trip-Fall • Environmental Exposure 1 • Environmental Hazard 2 • People – participant ability • Entanglement • Entanglement • Cutting / Scratching • Striking
	Insignificant	5	4	3	2	1	

NB: All risks in **bold** are **Camp Game’s** specific risks. All other risks are from the General Activity Hazards RMP and are therefore relevant for all activities.

For grading risks, scores obtained from the risk matrix are assigned grades as follows;

HIGH 20 – 80	MEDIUM 10 – 16	LOW 1 – 8
Unacceptable risk which requires immediate action to reduce or remove the hazard. Senior management must be notified. Item should be TAKEN OFF LINE until risk reduced.	Conditionally acceptable, requires short term controls and continuous monitoring.	Acceptable risk, however monitoring required ensuring risk does not escalate. Review in 12 months or if situation changes.

RMP REVIEWED BY: A Paterson

DATE: 30 / 04 / 2018

NEXT REVIEW DUE: April 2023