



Normal Operating Procedure (inc. Risk Assessment) Ambush

#TEAMPGL

Risk Profile

The following risks have been identified through PGL's risk assessment process:

- a. Extreme Weather
- b. Slips/trips/falls – wet and uneven ground
- c. Injury from participation/physical exertion
- d. Fatigue/exhaustion/dehydration
- e. Falls into open bodies of water and vegetation
- f. Collisions – guests with guest, guests with static object, guests with moving objects.
- g. Vegetation & Wildlife – foliage, guest specific allergies, stings & bites.

Implementation of the following operating procedures reduces the residual risk to a level as low as reasonably practicable given the intended purpose of the activity.

Control Measures

Deployment Requirements

Instructor Qualifications: Trained and Assessed in Evening Ents Wide Games

AIGL to Participant Ratio: 1:50

1. Equipment Requirements

Per Instructor:

- 1 x torch per adult leading a team (if required)
- 1 x Ambush Map (if required)
- 1 x set of cones

Per Guest:

- Medication (if required)
- Torch (if required)

Per Activity Base:

- The activity can take place all over site as long as there is no hazards or obstructions. A master copy of the course must be available with a search plan

2. Specific Clothing Requirements (Group Leader and Guests)

- Sturdy footwear
- Comfortable clothing appropriate for weather

3. Session Preparation

- a. The instructor must be aware of any local hazards around the site and take all steps to minimise the danger to participants.

- b. Prior to delivery, agree with PL as to nature of activity, level of adult/child input, variations to be incorporated.
- c. Leaders and guests to be advised of meeting point and time and made aware of clothing and equipment requirements.
- d. Check the area which you have been allocated to ensure it is useable and appropriate for the delivery of Ambush.
- e. All equipment collected and checked to ensure it is appropriate for the group and activity being delivered.
- f. Other staff involved are briefed and given responsibilities.
- g. Physical and behavioural boundaries demonstrated, explained, reiterated and agreed.
- h. Any changes needed to be made, are to be passed through a member of the senior team.

4. Session Instruction

- a. A safe and suitable warm up session must be given.
- b. Guests are split into teams and the aims/objectives are explained.
- c. A safety briefing must be given that must include instructions on: the lost participant procedure, out of bound areas and other hazards.
- d. Rules of the activity to be explained to the group, including time limits, behavioural expectations and desired outcomes (how to get points).
- e. Points are to be awarded after each round of Ambush
- f. Suitable developments for the group can be added to the activity.
- g. Ensure that the area/room remains safe and suitable for use throughout with continuous dynamic risk assessments being completed.

5. Session Conclusion

- a. Cool-down, reduce level of activity and encourage quieter behaviour.
 - b. A review of the session must take place, fitting the group's needs.
 - c. Winning team highlighted and prizes given out if appropriate.
 - d. Ensure guests are aware of what to do next.
 - e. Ensure all areas that have been used are left clear, tidy and in a safe condition.
 - f. Report and remove any broken, damaged or faulty equipment.
 - g. Any relevant accidents/incidents/events must be recorded on the relevant report form or centre logbook
-