**Area – 4 way Tug of War**

DRAFT

**Section\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**The Leader in charge to review the risk assessment, amend and list any specific hazards that are not covered by the Activity Risk Assessment to meet the needs of their section. As part of this review the Area / Activity Factsheet should be used as a guide and followed**

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| **What hazard have you identified?** | **What are the risks from it?** | **Who is at risk?** | **How are the risks already controlled?**  **What extra controls are needed?** | | **What has changed that needs to be thought about and controlled?** |
| Tug of War rope is heavy to lift and manoeuvre | Minor injury, serious injury. | Those who are transporting the tug of war rope | | At least two people will collect, lift or move the Tug of War. The rope will be much heavier when wet.  Everything possible should be done to keep the rope dry. If it starts to rain the rope should be put in a dry area as soon as possible. |  |
| Not setting up correctly | Minor injury, serious injury. | Participants. | | Brief group using the laminate on the activity including the tug-of-war safety rules and the referee’s signals. Key is  No wrapping or tying rope around anyone or anything – only hold with hands.  No letting go if rope is moving through hands  No letting go if you lose footing |  |
| Debris on the ground | Minor injury, serious injury. | Participants. | | The game should take place on relatively level area.  Before the game the entire area should be checked and cleared. In particular, any stones or sticks should be removed. |  |
| Physical impact of taking part in the game | Minor injury, serious injury. | Participants | | Participants will warm up before the game. It is recommended that this will include a short jog/run, plus stretching exercises for the legs, back, arms, shoulders.  The rules will be clearly explained before the start, |  |
| Rough texture of rope | Minor injury. | Participants. | | A visual check of the rope will be carried out before the game to check it doesn’t have any debris on it that could cause injury.  Participants to be instructed on safe method of holding rope.  Watch out for rope burn on hands if slipping let it go.  First aiders to be available for all minor injuries. |  |
| Burns or broken arms | Serious injury | Participants | | Those pulling the rope **must not wrap** it around their arms or any other limbs. |  |
| Adverse weather. | Minor injury, serious injury. | Participants. | | Activity to be cancelled if ground is very wet or if it starts raining heavily. |  |
| Wet ground | Minor injury, serious injury. | Participants. | | Before the game the ground will be checked to ensure it is dry.  Participants will all wear appropriate footwear.  If it starts to rain, or the playing area gets wet for any other reason, the game will be stopped immediately. |  |
| One team stops pulling during the game, or one team pulls much harder than the other | Minor injury, serious injury. | Participants | | The age and ability of the teams should be evenly balanced, to ensure that one team cannot overwhelm the other to the extent that it could cause injury.  Before commencing the teams should be told that they should not stop pulling until told to do so by the Tug of War master. |  |
| Ropes breaking during game | Minor injury, serious injury. | Participants | | A visual check of the rope will be carried out before the game to check it is in good order, with no cuts, tears or weakened sections. |  |
| Participants collide with or fall onto spectators | Minor injury, serious injury. | Participants / Leaders / spectators | | The game area should be clearly marked out, and spectators should be kept outside this area.  Teams should only pull away from each other |  |