

Risk Assessment – Night Hike

Hazard	Who might be harmed?	Control Measures
Steep Ground	All involved	Ensure party are wearing good footwear which supports their ankle i.e. walking boots
Hypothermia	All involved	Ensure everyone has waterproofs, spare top, hat and gloves. Leaders of teams to carry bivvie bags. Check-points to have stoves to make hot drink if needed
Twisted ankle	All involved	Ensure Scouts are wearing good footwear which supports their ankle. Carry first aid kit When walking pass back route information to other walkers behind you such as obstructions, holes, wet rocks and obstacles
Cuts and grazes	All involved	Ensure Scouts are wearing good footwear which supports their ankle. Carry bandages and plasters When walking pass back route information to other walkers behind you, such as obstructions, holes, trees, wet rocks and obstacles.
Being hit by car	All involved	Ensure that party stop when they come to roads. When crossing, cross as a group. Make sure that leaders stand on either side of the group to stop traffic if need be. When walking along the pavement ensure that walkers walk on the pavement and not on the road. Ensure that all wear high visibility clothes to stand out. Team should carry white light for the front & red light visible at all times on last persons back. Leader carries a mobile phone to contact emergency services in case of an accident, and also inform main hike leaders
Group numbers and missing persons	All involved	Numbers in group to be checked at start of walk. Numbers to be rechecked during hike. Teams to be 4 – 6 persons Young team to have a CRB'd adult with them. Number in team to be checked at each check point. Check points to have walkie talkie connected to base

Light

All involved

Scout teams should have one good torch at the front and the back person should have a red light displayed on their back, Spare batteries should be carried for both.

●Date of Assessment 3/10/2009

Signature

Richard Coghlan (Cogy)
Explorer Scout Commissioner