

THE QUARRIES SCOUT CAMPSITE



CAVING

RISK ASSESSMENT

INSTRUCTIONS

THE QUARRIES SCOUT CAMPSITE



WORKING WITH YOUNG PEOPLE FOR THE FUTURE



STRATFORD ROAD, COSGROVE, MILTON KEYNES, MK19 7BD Tel: 01908 564384

RISK ASSESSMENT FOR CAVING

HAZARDS / RISKS	PERSONS AT RISK	RISK	CONTROL MEASURES	REMAINING RISK
Damage to system	All	3	<ul style="list-style-type: none"> ☞ No boots / reinforced footwear allowed in the system. ☞ All users are advised to remove any objects from their pockets. ☞ Regular maintenance checks and inspections done by service crew. ☞ Communication with users. ☞ Any defects actioned for repair immediately. 	2
Head injury	Participants	5	<ul style="list-style-type: none"> ☞ All cavers must wear a helmet. 	2
Stuck caver	Participants	3	<ul style="list-style-type: none"> ☞ All cavers will be briefed as to what they should expect. ☞ Nervous caver avoidance or assisting a stuck caver a.s.a.p. ☞ Emergency exit hatches can be opened to assist removal of stuck caver. 	2
Injured caver	Participants	5	<ul style="list-style-type: none"> ☞ Caving as a group will ensure that there is always someone on hand to assist any stuck cavers. ☞ Groups to provide a first aid kit and competent first aider. ☞ Clear access routes for emergency services. ☞ Cavers are advised to wear sensible clothing i.e. Long sleeved tops and trousers. ☞ Knee and elbow pads provided. 	3

SEVERITY FACTOR AND REMAINING RISK ASSESSMENT

LEVEL	SEVERITY DESCRIPTION	RESIDUAL RISK DESCRIPTION
1	Very low, i.e. Splinters	Very low, minimal risk, control measures more than adequate
2	Minor injury, i.e. Cut, Grazing	low, control measures satisfactory
3	Medium, injury would stop casualty continuing the activity	Medium, control measures adequate
4	Serious injury requiring medical attention, i.e. Broken bone, deep cut	High, control measures need further consideration
5	Extremely harmful, very serious injury or fatality	Very high, intolerable, stop activity

Policy reviewed and updated January 2019

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CAVING INSTRUCTIONS

RULES

- This activity must be carried out in accordance with Policy, Organisation & Rules.
- 1 member of site staff and 2 leaders / competent persons or 3 leaders / competent persons must be present at all times.
- The emergency exit doors must be unlocked before the activity commences.
- A maximum of 12 persons are permitted in the complex at any one time

INSTRUCTIONS

1. Split your group into equal teams
2. Give the teams different coloured helmets
3. Give the whole group a safety talk
 - If you get stuck / uncomfortable, inform your group leader immediately
 - Don't push each other in the caving system
 - In the event of emergency, or the need to extract a person quickly the emergency access covers on the pods are accessible by the use of ladders provided
4. Only 12 persons are permitted in the system at any one time
5. See the Cave Rules which are on the wall where the helmets are

CAVE RULES

1. **ENJOY THE EXPERIENCE** – Nothing inside can harm you – you won't get injured if you act sensibly and take your time. Any surprises that you discover are there for fun and cannot hurt you. Rubber snakes and plastic spiders don't bite!
2. **HELMETS AND LIGHTS** – make sure you wear a helmet when entering the caves to protect your head and a light to guide you – but remember caving is more fun in the dark.
3. **WEAR CLEAN DRY SHOES** – you must wear clean dry shoes or trainers in the caves to prevent bringing in outside mud and dirt, spoiling the fun for others. Wear warm old clothing in the caves, not your uniform!

4. **IF YOU ARE IN TROUBLE AND YOU WANT TO BE RESCUED** – Site staff can get you out quickly through the emergency hatches, but only in an emergency if you shout loud enough.
5. **DO NOT DAMAGE ANY OF THE CAVES** – we will be very upset if items are damaged or moved because this can be dangerous to other users (and will spoil their experience).
6. **DONT OVERCROWD EACH CAVE** – you will have more fun if you spread out your group. Take time and let others go ahead before you follow. There are 7 caves so with a group of 12 there should be no more than 2 or 3 in a cave.

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