

## Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

**SUBJECT:** Ground Games Risk Assessment  
**WRITTEN BY:** Operations Team/ Health and Safety Team  
**REVIEWED BY:** Dave Daborn, December 2025  
**REVIEW DATE:** December 2026

**RISK ASSESSMENT REF:** GG/2026/V1

Risk Matrix								
Risk rating guidance	Likelihood (L)	5	5	10	15	20	25	Likelihood (L) x Severity (S) = Risk Rating (RR).
		4	4	8	12	16	20	
		3	3	6	9	12	15	
		2	2	4	6	8	10	
		1	1	2	3	4	5	
			1	2	3	4	5	
		Severity (S)						
Acceptability of risk guidance	High-risk: 15 – 25		High-risk activities should cease immediately. Further effective control measures to mitigate risks must be introduced.					
	Medium-risk: 8 – 12		Medium-risks should only be tolerated for the short-term and only whilst further control measures to mitigate the risks are being planned and introduced.					
	Low-risk: 1-6		Low-risks are largely acceptable. Where it is reasonable to do so, efforts should be made to reduce risks further.					
Guidance. When completing a risk assessment, you should:	<ol style="list-style-type: none"><li>1. Identify the persons at risk and the significant hazards.</li><li>2. Calculate an initial RR for the activity.</li><li>3. Identify risk control measures that reduce the risks to an acceptable level.</li><li>4. Calculate a revised RR - you should consider how much safer the task will be if the control measures are followed. Here, you should consider changing both the likelihood (L) and the severity (S) ratings.</li></ol>							
<b>Note.</b> Ideally, you should look to reduce the risks so that the task can be classified as “low-risk”.								

Likelihood	Definition	Points rating
<b>Inevitable</b>	If the work continues as it is, there is almost 100% certainty that an accident will happen, for examples: A broken stair or broken rung on a ladder, Bare, exposed electrical conductors, Unstable stacks of heavy boxes	<b>5</b>
<b>Highly likely</b>	Will happen more often than not. Additional factors could precipitate an incident but it is still likely to happen without this additional factor.	<b>4</b>
<b>Possible</b>	The accident may occur if additional factors precipitate it, but it is unlikely to happen without them.	<b>3</b>
<b>Unlikely</b>	This incident or illness might occur but the probability is low and the risk minimal.	<b>2</b>
<b>Remote possibility</b>	There is really no risk present. Only under freak conditions could there be any possibility of an accident or illness. All reasonable precautions have been taken - This should be the normal state of the workplace.	<b>1</b>

Severity	Definition	Points rating
<b>Very high</b>	Causing multiple deaths and widespread destruction eg. fire, course/building collapse.	<b>5</b>
<b>High</b>	Causing death, serious injury or permanent disability to an individual.	<b>4</b>
<b>Moderate</b>	Temporary disability causing injury (to member of the public, contractor or employees) or disease capable of keeping an employee off work for seven days or more and reportable under RIDDOR (Reporting of Injuries, Diseases and Dangerous Occurrences Regulations 1995).	<b>3</b>
<b>Slight</b>	Minor injury (to member of the public, contractor or employee), which would allow the individual to continue work after first aid treatment on site or at a local surgery. The duration of the stoppage or treatment is such that the normal flow of work is not seriously interrupted.	<b>2</b>
<b>Nil</b>	Very minor injury, bruise, graze, no risk of disease.	<b>1</b>

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NB This risk assessment covers all ground-based team activities run by Go Ape, which are sold to groups under a number of names, including 'Gorilla Games', 'Team Development', 'Baboonzled' and others.

SE R	HAZARD	L	S	RR	WHO MIGHT BE HARMED	CONTROL MEASURES	FURTHER CONTROL MEASURES: reviewed annually to formulate Risk Reduction Plan	L	S	RR
G	Inappropriate Clothing <ul style="list-style-type: none"> <li>Footwear</li> <li>Covered waists</li> </ul>	3	3	9	Participants Employees	<ul style="list-style-type: none"> <li>Pre booking and on arrival advice/checks</li> </ul> Refer to supervision policy for agreed requirements by activity		1	3	3
G	Darkness causing <ul style="list-style-type: none"> <li>Disorientation</li> <li>Impaired supervision</li> </ul>	2	3	6	Course users Employees Contractors	<ul style="list-style-type: none"> <li>Careful planning of session availability in line with Sunset times</li> <li>Adequate supervision</li> <li>Staff assistance</li> <li>Termination of Activity</li> </ul>		1	3	3
G	Weather <ul style="list-style-type: none"> <li>Lightning</li> <li>High Wind</li> <li>Ice and snow</li> <li>Extreme Cold</li> <li>Fog/Mist</li> <li>Excessive Heat</li> </ul>	3	3	9	Course users Employees Contractors	<ul style="list-style-type: none"> <li>Suitable clothing guidance and uniform</li> <li>Rest periods and breaks</li> <li>Training of staff and customers</li> <li>Monitor weather reports and forecasts</li> <li>Patrolling instructors' observations (Beaufort scale)</li> <li>Provision of water</li> </ul>		1	3	3
G	Medical conditions <ul style="list-style-type: none"> <li>Pre-existing injuries</li> <li>Pregnancy</li> <li>Fatigue</li> <li>Hearing and Visual impairment</li> <li>Individual additional needs</li> <li>Other</li> </ul>	2	2	4	Course users Employees	<ul style="list-style-type: none"> <li>Medical Disability, Pregnancy , Additional Support, Deaf Participants, Existing Physical Injuries Policies</li> <li>Risk Acknowledgement</li> <li>Terms and Conditions</li> <li>Staff training</li> <li>Safety Rules and Advice</li> <li>Dynamic assessment of risk</li> <li>Users advised to seek medical advice</li> </ul>		1	2	2

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G	Challenging Behaviour <ul style="list-style-type: none"> <li>Verbally abusive</li> <li>Physically abusive</li> <li>Failure to follow rules</li> <li>Aggressive</li> </ul>	2	3	6	Participants	<ul style="list-style-type: none"> <li>Staff Customer Conflict Policy</li> <li>Staff Training</li> <li>Exclusion from activity</li> <li>Safety Rules and Advice</li> <li>Terms and Conditions</li> <li>Verbal warning, of session being cut short</li> <li>Emergency Services</li> </ul>		1	3	3
1	Slips, Trips and Falls due to uneven or muddy ground	3	2	6	Staff, Participants	Set up activities in appropriate locations considering ground condition, trip hazards, weather conditions etc. Choice of activities appropriate to location. Any ropes laid out as borders to be pegged down at ground level, avoiding trip hazards. Suitable footwear to be worn by participants.	Each site to have a site specific risk assessment for running ground games, considering where at their location the games are set up and how groups are moved between there and the cabin. Instructors to brief group as appropriate regarding specific hazards.	2	2	4
2	Incidental Injuries such as from broken glass	2	3	6	Staff, Participants	Staff to scan area during set up and remove any litter or inappropriate objects. Regular litter picks. Suitable footwear to be worn by all participants.		1	3	3
3	Tomfoolery in school groups or other groups of children	3	2	6	Participants	School staff/ leaders/parents and instructors monitoring pupils and stopping dangerous behaviour. Adult supervisors to remain with the group at all times.		1	2	2
4	Children getting lost	2	3	6	Participants	Games set up and explained with clear boundaries. If a game involves leaving the immediate area, instructions given that children must stay within visual contact of a member of school staff or Go Ape Instructor at all times.		1	3	3

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						School staff/leaders/parents to stay with group at all times. No child to leave the area without a member of school staff. Appropriate supervision ratio decided by school staff/lead booker				
5	Leaving games set up, misuse of equipment, injury or theft	1	3	3	General Public	After games are set up, at least one member of staff to stay within view at all times. Equipment to be packed away as soon as reasonably practicable after the end of the session.		1	3	3
6	Manual Handling during set up and pack down – musculoskeletal injuries	3	2	6	Staff	Follow correct manual handling procedures. Use wheelbarrows/trolleys or vehicles if moving heavy items a long way.		1	2	2
7	Games involving blindfolds – trips slips and falls	3	3	9	Participants	Blindfold games to be set up in an area with minimal trip hazards. Staff watching, can tell participants to stop if needed. Other supervising adults (teachers, leaders) encouraged to assist with this. When participants are moving, they should be encouraged to walk with arms extended in the direction they are going.	Participants able to opt out of games if they don't feel comfortable.	1	3	3
Game Specific Risks										
8	Rope burns due to pulling too hard on ropes (eg in Isotope)	3	2	6	Participants	Instructor to warn participants against pulling too hard, and instruct on correct method (opposing participant to ease off)		1	2	2
9	Falling off equipment, limb injuries (minefield, walk the plank)	3	2	6	Participants	Instructor to check equipment when setting up for faults. Blocks to be set up on level ground and away from any other hazards.		1	2	2

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						Instructions given that all planks must rest on all four corners to avoid tipping, and to take additional care if conditions are wet.				
10	Head and Musculoskeletal Injuries from moving planks (Minefield, walk the plank)	3	2	6	Participants	All participants to be briefed on the correct way of lifting, lowering and moving planks (with cord) during safety brief. Participants instructed to be careful when moving heavy objects. Instructor to monitor during the session and correct behavior if needed. Participants able to opt out of activity if they wish.		1	2	2
11	Musculoskeletal injuries from lifting and maneuvering other participants	3	3	9	Participants	Participants briefed on the nature of the activity, how to approach the problem and how to lift other members of the team safely if needed. Instructor to monitor during the session. Participants able to opt out of activity if they wish.		2	3	6
12	Trips, cuts and scrapes, bumped heads (Nightline)	2	2	4	Participants	Instructor to set up nightline course considering surroundings e.g. trip hazards, low branches, brambles. Instructor to monitor during session and tell participants to stop if needed.		1	2	2
References: HSW Act, MHSW Regs, PPE Regs, Workplace HSW Regs, H&S (Safety Signs) Regs, First Aid Regs, Occupiers Liability Act, HSE Information Sheet Entertainment Sheet No 14 ,HSE 5 Steps to Risk assessment INDG 163 ,HSE A Guide to Risk Assessment requirements INDG 218 ,Go Ape Generic Risk Assessments										
Control Measures. Where a control measure has been identified, it is only included once and not repeated under every subject. Therefore, for a specific hazard identified, a control measure noted above may apply to that hazard. (HSE RA guidance.)										
Go Ape operational and training systems. These include the following: Go Ape Operations on how to run a Go Ape Activity, Go Ape Training Manual including training and assessment policy, Practical Session plans and online training and Go Ape Company Handbook.										
Instructor Training. Go Ape staff must undertake relevant training and assessment programme specific to their role. They undergo training in accordance with the Go Ape Online Training Manual.										