

Climbing Games Risk Assessment				
Written by	Ben Pearse Team Leader	Date reviewed	December 2025	Description of activity: low level games on our inside artificial climbing wall
Reviewed by	Sam Fenton Deputy Manager	Date of next review	December 2026	Qualifications required for activity: In house activity assessment Ratio 1:16 & 1 group leader



What could go wrong?	Who is at risk?	What controls are put in place
Slips, Trips, Falls Head injuries, sprains, cuts and other injuries	Participants Staff	Instructor to remind all participants and other members of staff to walk within the session areas while checking the ground for ground anchors and to walk when carrying any equipment.
Equipment failure Minor, Major and Critical injuries	Participants Staff	Instructor to check all equipment before, during and at the end of each session. Making sure any damaged equipment is changed and noted to be checked by management.
Broken equipment Minor, Major and Critical injuries	Participants Staff	Instructor to make sure all equipment is check when setting up and any damaged or broke equipment is not used and moved away from other equipment and noted to management. Instructor also to check all lower holds what the participants may use, if loose use tools provided in the climbing room to tighten.
Poor leadership & instructing Minor, major and critical injuries	Participants Staff	Instructor to maintain control of the group by setting rules where needed to ensure the session is ran safety. Such as where participants can and can't be during different parts of the session, that when the instructor is talking all participants are listening, all equipment must be used in the way the instructor has shown throughout the session.
Unauthorised access to indoor climbing room Falling from height, Minor, Major, Critical injuries.	Participants Staff Other site users	Climbing room door to be closed before, during and after every session with a coded door that only staff have access to the correct code. Signage to be displayed on the outside of the door stating that groups cannot access the climbing room unless they are accompanied by an Eaton vale member of staff

<p>Falling objects</p> <p>Head injuries, minor, major, critical injuries</p>	<p>Participants Staff</p>	<p>Instructor to ensure that all participants helmets must stay on while inside the climbing area and can only be removed once they have left the area. And that if helmets are removed they are checked again by the instructor before re-entering and before climbing.</p>
<p>Long hair, loose clothing and jewellery</p> <p>Entrapment, Shock, Damage to clothing, Damage to equipment.</p>	<p>Participants Staff</p>	<p>Instructor to make sure all participants remove any loose clothing, jewellery and tie long hair back to lower the chance of it becoming trapped</p>
<p>Falling from wall</p> <p>Sprains, minor, major injuries</p>	<p>Participants</p>	<p>Instructor to inform all participants how high they are allowed to climb on the wall which is that the participants feet may not go any higher than the first set of holds on the wall. Instructor to also tell participants that if they feel that they are going to slip off the wall to just step down and then re try with better grip and balance.</p>