

Activity Risk Assessment		ARCHERY	
Date of Initial Assessment	20 th February 2008	Date of Initial Management Committee Approval	30 th January 2009
Latest assessment review	1 st February 2025	Review approved and issued by Management Committee	1 st February 2026
Signature	JP	Signature	PEC

Hazards	Existing Control Measures	Who is at Risk?	What has changed that needs to be thought about and controlled
To many people on the range. Participants waiting to shoot misbehaving	Stand behind waiting line. Ensure behavior is controlled. Group to provide adult to maintain control	Everyone	
Tripping over on range	Tell people to walk not run. Check the ground for obstructions prior to starting session	Participants & Instructors	
Ripping out of long hair	Tie it back	Participants	
Ripping out of earrings	Take out	Participants	
String hitting arm	Put on arm guards	Participants	
Hitting people on footpath	Keep eye on footpath (shout fast). Design of Archery range and provision of catch nets	Members of the public	Nets are checked before each session for damage.
Third party injury	Bows and arrows locked away when not in use	Members of the public	
People near fence between workshop and gas tank	Ask them to move - shooters told only to shoot down the range	Campers	
People in woods	Ask them to move - shooters told only to shoot down the range	Campers	
Arrows going over net	Shooters told to shoot at targets	Horses and Cows	

A safety briefing is held for all those taking part at the start of each session, a responsible leader is asked to keep control of the group whilst at the waiting line. Once on the range the Field Marshall (person in charge of the archery session) takes responsibility for the Safety of both staff and young people.

The provided Field Marshall will be suitably trained and hold valid and in date permit for the activity being delivered, and to ensure safety and suitability of range before commencing session.

Reviewed: 1 st February 2025	By: The Oaks Management Committee
---	-----------------------------------