

FRESH

Fresh is a classic youth group running and strategy game. It's good for those kids who like to show off their speed, but also for those who'd rather stand still and outwit someone. It can be a really complicated game to explain, so take care in reading the instructions.

KEY INFO

Location: Outdoor/Indoor large

Type: Wide Active Teams

Group size: 10-30

Age: 8+

Play time: 15-30 mins

Difficulty: Medium

Leader: 2+

MATERIALS

Tags x 2 colours
for the teams
markers or cones to make field
Whistle or mic for leader
(optional)

HOW TO PLAY

Layout: The playing area needs to be divided into three sections as in diagram. No-mans land, team A's safe zone and team B's safe zone.

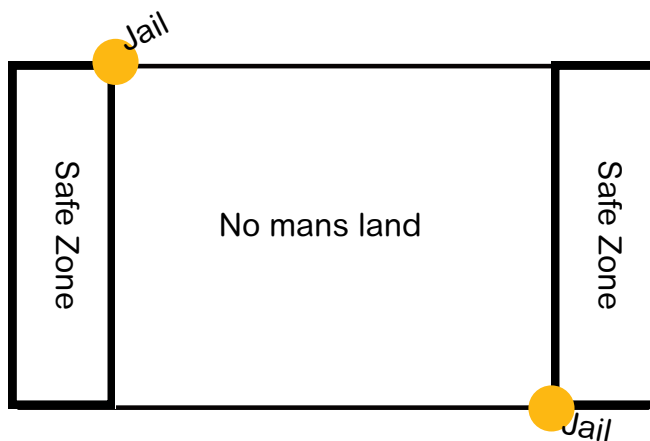
1. Each team begins the game in their end zone. The aim is to tag all of the other players team so none of them are left on the field. Players do this by tagging players who are not as fresh as them.

Freshness is measured by the time since a player left their safe zone. If player A leaves their safe zone and begins running in no mans land, then player B leaves their safe zone to chase player A, player B is fresher and may tag player A, but player A may not tag player B. This means the target to tag changes as people enter the no mans land.

2. When a player is caught, they must walk back to the opposition's safe zone with the player who caught them. The caught player must then go to the opposing teams 'jail'. and stand with one foot on the line. As more players are tagged, they must connect to the person in jail by taking their position and forming a line extending into no mans land.

3. To rescue a caught player on your team, you must tag the player who is on the no-mans land end of the line. Once you've tagged them - you both have a free walk back to your team's safe zone to recommence the game.

4. The game ends when one team is entirely caught, or when the designated time is expired.



ACTIVITY RISK ASSESMENT

Activity Name and Description:	FRESH - Fresh is a classic youth group running and strategy game. It's good for those kids who like to show off their speed, but also for those who'd rather stand still and outwit someone.	Please ensure risk assement is edited and completed considering your delivery context and location. Adherence to mandatory Safe Church requirements is essential. Failure to do so may result in insurane cover not being extended in the case of a claim	
Activity Location:		Activity Date:	
Ministry / Dept. Responsible:		Person Responsible:	
Assessors:		Assessment date:	

Tasks	Risks/Hazards	Likelihood	Consequence	Risk Rating	Proposed Control Measures	Responsibility
List each of the tasks for the activity	List the risks/hazards associated with each task	(L1-L5)	(C1-C5)	(L/M/H)	Nominate Control Measures	Nominate the person responsible.
Running	Trips, falls, collisions, damage to property	L2	C2	L	Ensure field of play is clear of trip hazards, and any that are not removeable are appropriately signposted/excluded from the field of play. Ensure sufficient space around the field of play is free as well	
Tagging and freeing other players	Collisions, falls	L2	C2	L	Ensure participants are briefed on safety and encouraged to look out for each other Ensure close supervision by leaders	
add additional for any identified in your location						

ACTIVITY RISK ASSESMENT

page 2 delete if not required



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RISK LIKELIHOOD & CONSEQUENCE FACTORS AND VALUES

LIKELIHOOD FACTORS

	Factors	The hazard / risk is possible but is not expected to occur.
L5	Almost certain	The hazard / risk is possible but is not expected to occur.
L4	Likely	The hazard / risk is possible but is not expected to occur.
L3	Possible	The hazard / risk is possible but is not expected to occur.
L2	Unlikely	The hazard / risk is possible but is not expected to occur.
L1	Rare	The hazard / risk is possible but is not expected to occur.

CONSEQUENCE FACTORS

	Factors	Values
C5	Extreme	Death; high financial loss; sustained national media coverage
C4	Major	Extreme / permanent Injuries (significant hospitalisation); major financial loss; major negative state media
C3	Moderate	Medical treatment required (may involve hospitalisation); moderate financial loss; some state media, sustained local media
C2	Minor	First Aid treatment on site; minor financial loss; one off digital media, TV or newspaper coverage
C1	Insignificant	No injuries or treatment; low or no financial loss; one off local media coverage

RISK ANALYSIS & ESCALATION

RISK MATRIX

Consequence

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	C1 Insignificant	C2 Minor	C3 Moderate	C4 Major	C5 Extreme
L5 Almost certain	Low	Medium	High	High	High
L4 Likely	Low	Medium	Medium	High	High
L3 Possible	Low	Medium	Medium	High	High
L2 Unlikely	Low	Low	Medium	Medium	High
L1 Rare	Low	Low	Low	Medium	High

Please ensure the sign in sheets are kept for each week and a dated log of when a game is played is recorded in case of injury claim

RISK ESCALATION & COMMUNICATION OPTIONS

Risk Rating	Escalation and Communication
High	Immediate escalation to church leadership (Board); active remediation activities in place; regular frequent (weekly) monitoring. Consider running alternative activity if control measures do not lower risk rating
Medium	Church management team advised; active mitigation plans in place; regular (monthly) monitoring as part of existing meetings
Low	Local management team monitoring; lower priority remediation activities. Ensure delivery as per instructions