## **Risk assessment template**

Date of next review: TBC Date assessment was carried out: 9<sup>th</sup> September 2020

What are the hazards?	Who might be harmed and how?	What controls are required?	What further action do you need to take to control the risks?	Who needs to carry out the action?	When is the action needed by?	Done
		rus from player to player v	•			
1.1 Venue Features: Door Knobs, light switches, etc.	Players, staff, visitors, volunteers acquiring virus by touching contaminated objects or surfaces.	<ul> <li>Things to consider:</li> <li>Ensuring hard surfaces at the venue are as likely as possible to be virus free at start of session.</li> <li>Cleaning and disinfect objects and surfaces that are likely to be touched regularly. Propping doors open as far as possible.</li> <li>Providing hand washing facilities or hand sanitiser for all people coming in to the club</li> </ul>	Further things to think about:  Staff/volunteers regularly reminded to ensure cleaning procedures carried out  Consider the use of checklist for cleaning points  Asking players, visitors, staff and volunteers to wash or sanitise their hands on arrival	<ul> <li>YCBC to ensure premises are properly cleaned by cleaner and hand sanitiser is available for players.</li> <li>GG to ask players to sanitise their hands.</li> </ul>	<ul> <li>Before each session</li> <li>When players arrive for each session</li> </ul>	

What are the hazards?	Who might be harmed and how?	What controls are required?	What further action do you need to take to control the risks?	Who needs to carry out the action?	When is the action needed by?	Done
1.2 Venue Features: Catering Equipment	Player acquiring virus by touch.	No catering     Players being asked to bring and take away any drinks and drinking vessels for their own use     Providing disposable cups and plates if catering supplied	Ensure that players are aware of procedures	Catering will not be offered		
1.3 Cash Handling	Player acquiring virus by touch.	<ul> <li>No cash handling.</li> <li>Players paying for the session by prior bank transfer of table money</li> </ul>	Ensure that players aware of procedures	Records of attendance will be kept and bank transfers requested	Before the session	
1.4 Coats and Hats	Player acquiring virus by touching another player's contaminated clothing	Consider allocated coat pegs, plastic crates for storage of outdoor wear, asking player to keep coats, etc. with them.  Will depend on the club's premises.	Consider staggered arrival and leaving times so that players do not congregate around coats, etc. when arriving or leaving.  Ask players to socially distance when arriving leaving.  Consider a "marshal" to make sure that social distancing is being observed.	GG to inform players to keep their belongings with them or leave them on a separate designated chair,	When players arrive (although if chairs are to be used to leave belongings these need to be laid out ahead of time)	

What are the hazards?	Who might be harmed and how?	What controls are required?	What further action do you need to take to control the risks?	Who needs to carry out the action?	When is the action needed by?	Done
1.5 Toilets  Toilets will be available during the session	Areas in toilets may be contaminated by one player and touched by another	<ul> <li>Placing antiseptic hand wash in each toilet</li> <li>Placing antiseptic wipes in each toilet</li> <li>Ensuring disposable paper towels are available</li> <li>Instructing players to wipe surfaces (BIN) and then use handwash thoroughly after using toilet</li> <li>Instructing players to maintain social distancing if queueing.</li> </ul>	Consider placing signage that explains current hand washing guidance	<ul> <li>YCBC to ensure handwash, wipes and paper towels are available in each toilet.</li> <li>YCBC to put up signs reminding players to use handwash.</li> <li>GG to decide how to keep toilets sanitary during the session (asking players to clean or having designated cleaner onsite)</li> </ul>	Before session	

What are the hazards?	Who might be harmed and how?	What controls are required?	What further action do you need to take to control the risks?	Who needs to carry out the action?	When is the action needed by?	Done
1.6 Players bringing the virus into the club on their hands	Players may contaminate surfaces or equipment	<ul> <li>Clear signage confirming the symptoms of coronavirus and ask players not to attend if they are showing any symptoms</li> <li>Providing hand washing facilities or hand sanitiser for all people coming in to the club</li> </ul>	Consider sending a questionnaire to players asking them to confirm they do not have symptoms  Regularly remind staff, volunteers and members not to attend if they are showing any symptoms	YCBC has put up signs describing symptoms and email players asking them not to come if they show symptoms	Before the session	
1.7 Equipment:  Boards and stones	Player acquiring virus by touching contaminated cards or boards	Some examples you may want to consider:  • Wiping boards clean before duplication  • Storing stones for 72 hours before reuse.  • Preparing a set of boards for each table.  • Wearing disposable gloves when storing and when distributing boards to tables.	If relevant, ensuring sufficient number of sets of boards and playing cards are available.	<ul> <li>GG to ensure sufficient boards are available so that each board is used only once.</li> <li>GG to sanitise hands before distributing boards.</li> </ul>	Boards to be unused at least 72 hours before use	

What are the hazards?	Who might be harmed and how?	What controls are required?	What further action do you need to take to control the risks?	Who needs to carry out the action?	When is the action needed by?	Done
1.12 Club Equipment: Table covers	Player acquiring virus by touch.	<ul> <li>Laundering table covers between sessions; or</li> <li>Steam cleaning table covers between sessions; or</li> <li>Cleaning with disinfectant and allowing to dry between sessions</li> </ul>		YCBC		
2 Through inh	aling droplets	s breathed out by infected	person.	1	1	
2.1 Players standing or walking without observing social distancing in the car park	Player acquiring virus by airborne droplet.	Consider arrangement of parking spaces, social distancing signage or floor signs to encourage social distancing				
2.2 Players clustering as they approach the annex.	Player acquiring virus by airborne droplet.	Arrange for players to queue if necessary, with appropriate social distancing	Consider appointing a "marshal" to ensure social distancing is maintained	CM to put up sign at club entrance reminding people to socially distance as they enter	Before session	

What are the hazards?	Who might be harmed and how?	What controls are required?	What further action do you need to take to control the risks?	Who needs to carry out the action?	When is the action needed by?	Done
2.3 Players passing each other without distancing as they fill the tables.	Player acquiring virus by airborne droplet.	Consider marshalling players into a queue if necessary, to fill places at the table.		TBC		
2.4 Players passing each other without distancing as they leave.	Player acquiring virus by airborne droplet.	Consider asking players to keep outdoor clothing etc, and leave, socially distanced, by table number as instructed.		GG to advise when players arrive		
2.5 Players breathing on each other at the table	Player acquiring virus by airborne droplet.	Offer disposable face masks for players to wear at the table.  Based on latest government regulations, all players required to wear face coverings while indoors.	Consider making tissues and bins easily accessible, and having enough supplies of face masks for players to change them if necessary.	GG to ensure all players arriving are wearing face coverings, and that these are kept on unless player is in a designated refreshments area.	As players arrive for the session	
2.6 Players breathing on each other as they move between games	Player acquiring virus by airborne droplet.	Players to only move when instructed.		TBC depending on type of movement expected		