## Scripture Union New South Wales SU NSW Kombi Equipment List & Circuit Games Set Up Instructions



ITEM	Quantity/Description	ITEM	Quantity/Description
Gazebo	1 x blue	Soccer Ball Large	2
Mats	2 x blue	Soccer Ball Small	2
Large Bean Bags	4 x grey	Soft Rubber Balls	6
Small Bean Bags	6 x blue	Hard Rubber Ball1	2
Cushions	6 x striped	Large Cones	10
Table	1 x black	Small Cones	11
Connect 4	1 x Frame 21 red circles & 21 yellow circles	Flat Cones	17
Tennis Ball Game	Frame + 6 tennis balls connected in pairs by string	Skipping Rope	2
Giant Jenga	Box + 52 blocks (17x3+1 spare) Upside down box as base for tower	Skittles	9 pins, 2 x hard wooden balls
Frisbee Golf	9 flags and 20 frisbees (5 x blue, green, yellow, orange)	Safety Tape	2 rolls
Pool Noodle Hockey	2 x Goals, 18 x pool noodles	Parachute	1
Kubb (Viking Chess)	1 x King, 6 x 'axes' (thick rods), 10 x soldiers (short blocks), 4 x markers (pointed rods)	Milk Crate	1
Hula Hoops	2	Cornhole	1 x frame, 8 x bean bags
Goals	2	A5 Clipboards	
Spikeball	1 x Pro set 1 x Rookie Set (larger net & ball)		
	N.B. Remember to bring a pump a	is balls will go flat in	between use.

### Please keep the Kombi clean and tidy. Vacuum before returning.

## **Circuit Games**



#### **<u>Bunches</u>** (a game to divide the group into teams)

Get group to spread out and call out a number. Students must get into groups of that number. Any leftovers are eliminated. Repeat until there are only 2 students left. Play a second round and call out a number that will separate them into 9 groups. Add leftovers to groups and then get each group to sit by an activity while a leader explains what is required at each station.

Game	Instructions	Equipment	Scoring
1 Tennis Ball Toss	Toss Tennis Balls at 3 coloured bars.	<ul> <li>Tennis Ball Game</li> <li>Frame with 3 coloured rungs</li> <li>Balls attached by string</li> </ul>	Bottom rung 1pt Middle rung 2pts Top rung 3pts
2 Corn Hole	Toss bean bag onto Corn Hole Board	<ul><li>Corn Hole board</li><li>Bean Bags</li></ul>	1 pt on the board 2pt through the hole
3 Ball in Crate	Toss small ball into milk crate	<ul><li>Milk Crate</li><li>Small soccer ball</li></ul>	1 pt per successful toss
4 Pool Noodle Hockey	Hit small ball into goal using pool noodle	<ul> <li>Pool Noodles</li> <li>Goals</li> <li>Small soccer ball</li> </ul>	1 pt per goal
5 Frisbee Toss	Throw frisbee into hula hoop	• Frisbee • Hula Hoop	1 pt per frisbee ENTIRELY within hoop
6 Knee Ball	Place ball between knees and waddle/hop down, around Cone and back without dropping it. If dropped it goes to the next person.	• Ball • Cone	1 pt per completed lap
7 Viking Chess	Throw 'axes' at the king	• Kubb set	1 point per knock down
8 Bean Bag Balance	Walk around cone and back with bean bag on head	• Bean Bags • Cone	1 point per successful lap
9 Skipping	Skip until you mess up then pass the rope to the next team member.	• Skipping rope	1 point per skip

		Bonus Total										TOTAL
CIRCUIT GAMES		Score B										
	Team Name:	Activity	1 Tennis Ball Toss	2 Corn Hole	3 Ball in Crate	4 Noodle Hockey	5 Frisbee Toss	6 Knee Ball	7 Viking Chess	8 Bean Bag Balance	9 Skipping	
		otal										
In		Ĕ										
		Bonus										TOTAL
CIRCUIT GAMES		Score										
	Team Name:											

	FR	SBE	GOLF				
Name:							
<b>1</b>							
<b>2</b>							
<b>3</b>							
<b>4</b>							
<b>5</b>							
<b>4</b> 6							
7							
8							
<b>2</b> 9							
Total							

	FR	SBF	GOLF			
Name:						
<b>1</b>						
<b>2</b>						
<b>3</b>						
4						
<b>5</b>						
<b>4</b> 6						
27						
8						
<b>4</b> 9						
Total						





## Risk Assessment & Action Plan

Program	SU Kor	nbi Games	Loc	ation		1			Date		
General		RAL-CR001			Likelihood				Risk	Rating	
Circuit Game	S	RAL-OT005			Α	В	С	D	E	Matrix	
Giant Jenga		RAL-GR002		0 I	1	2	4	7	11	High	1-8
Frisbee Golf		RAL-SP012			3	5	8	12	16	Med	9-15
Pool Noodle H	ockey	RAL-GR008			6	9	13	17	20	Low	16-20
Games		RAL-GR003		- 2 3 4 -	10	14	18	21	23	Very	21-25
		RAL-GR010 RAL-OT005		5 5	15	19	22	24	25	Low	

Identified safety risk	Likelihood descriptor	Consequence descriptor	Risk Level from matrix	<b>Action plan</b> What we will do to reduce this risk to an acceptable level	<b>Emergency Strategy</b> What we'll do if this risk becomes reality
Hit obstacle moving vehicle	Rare (D)	Minor (4)	Low (7)	<ul> <li>Scout route on foot before moving vehicle</li> <li>Remove obstacles if possible</li> <li>Spotter on foot walking ahead of vehicle when moving</li> </ul>	<ul> <li>Assess damage</li> <li>Contact owners</li> <li>Incident Report</li> <li>Call SUHQ</li> </ul>
Hit pedestrian while moving vehicle	Rare (D)	Major (2)	Medium (12)	<ul> <li>Scout route on foot before moving vehicle</li> <li>Spotter on foot walking ahead of vehicle when moving</li> </ul>	<ul> <li>Check for injuries</li> <li>Apply First Aid</li> <li>Seek Emergency Medical Assistance if Necessary</li> <li>Incident Report</li> </ul>
Accident loading/ unloading Kombi	Possible (B)	Minor (4)	Medium (14)	<ul> <li>Spotter guiding driver</li> <li>Check ground, ramps and trailer for obstacles or slippery surface</li> </ul>	<ul> <li>Assess damage</li> <li>Assess if loading Kombi still viable</li> <li>If not call SUHQ</li> </ul>
Kombi not secure on trailer	Possible (B)	Major (2)	High (5)	<ul> <li>Provide training on how to secure Kombi on trailer.</li> <li>Check all tie downs before driving AND periodically during trip.</li> </ul>	<ul> <li>Check for injuries</li> <li>Apply First Aid</li> <li>Seek Emergency Medical Assistance if Necessary</li> <li>Call police if necessary</li> </ul>
Door closes on fingers	Possible (B)	Minor (4)	Medium (14)	<ul> <li>Instruct kids not to open or close doors without supervision.</li> <li>Have leader supervise kids whenever they are in the Kombi</li> </ul>	<ul> <li>Check for injuries</li> <li>Apply First Aid</li> <li>Seek Emergency Medical Assistance if Necessary</li> <li>Incident Report</li> </ul>



# **Scripture Union**

## **Ministry Safety Briefing & Checklist**

**New South Wales** 

Time	Activity Event	Delegation
	Registration	
	Bunches	
	Circuit Games	

Leaders Daily Safety Briefing Checklist (What you brief your team on each day)	Anything to Follow Up?
Delegate leaders to scout out area for any hazards that can be removed	
□ Set up activities and ensure that all equipment is in good condition	
□ Give leaders instructions on the activities and what is expected of them	
Delegate leaders to do registration	
Delegate leader to be in charge of ensuring adequate water / sunscreen	
□ Check weather - plan B?	
Questions from Leaders	
Team Prayer	

Activity	RAL Code RAL = Risk Assessment Library	Safety Briefing Before Activity Participants are allowed to opt out of activities that make them feel unsafe	Checklist/ Requirements
Bunches	OT005	<ul> <li>Run age appropriate games, with balanced allocation of participants to teams</li> <li>Clearly outline the rules of each activity and closely monitor participant behaviour</li> <li>Encourage a friendly sense of competition, focusing on fun rather than winning at all costs</li> </ul>	<ul> <li>First Aid Kit</li> <li>Kombi Games Equipment</li> <li>Clip boards</li> <li>Pencils/Pens</li> <li>Water</li> <li>Sunscreen</li> </ul>
Circuit Games	OT005	<ul> <li>Give all participants relevant instructions for using equipment safely, and monitor safe use of equipment</li> <li>Monitor and assess weather conditions regularly</li> <li>Cancel, postpone, or stop the activity in the event of extreme weather</li> <li>Have adequate water available</li> <li>Ensure that everyone is dressed appropriately for the weather conditions and length of activity</li> </ul>	

A Safety Briefing & Checklist helps us overcome the 2 main reasons why we have errors and put children and vulnerable people at risk.

1. Ignorance: "we don't know what we need to do in order to perform the task at an excellent and safe level"

2. Ineptitude: "we do know want to do, but we didn't do it"

Our checklist helps us move from a safe theory to a safe practice.