

## Stimulated Caving Plan 1

### Outside Walls

6ft x 0 holes = 8

6ft x 1 hole/end = 2

### Maze

6ft x 1 hole/end = 3

6ft x 1 hole/middle = 2

6ft x 2 holes = 2

6ft x 0 holes = 1

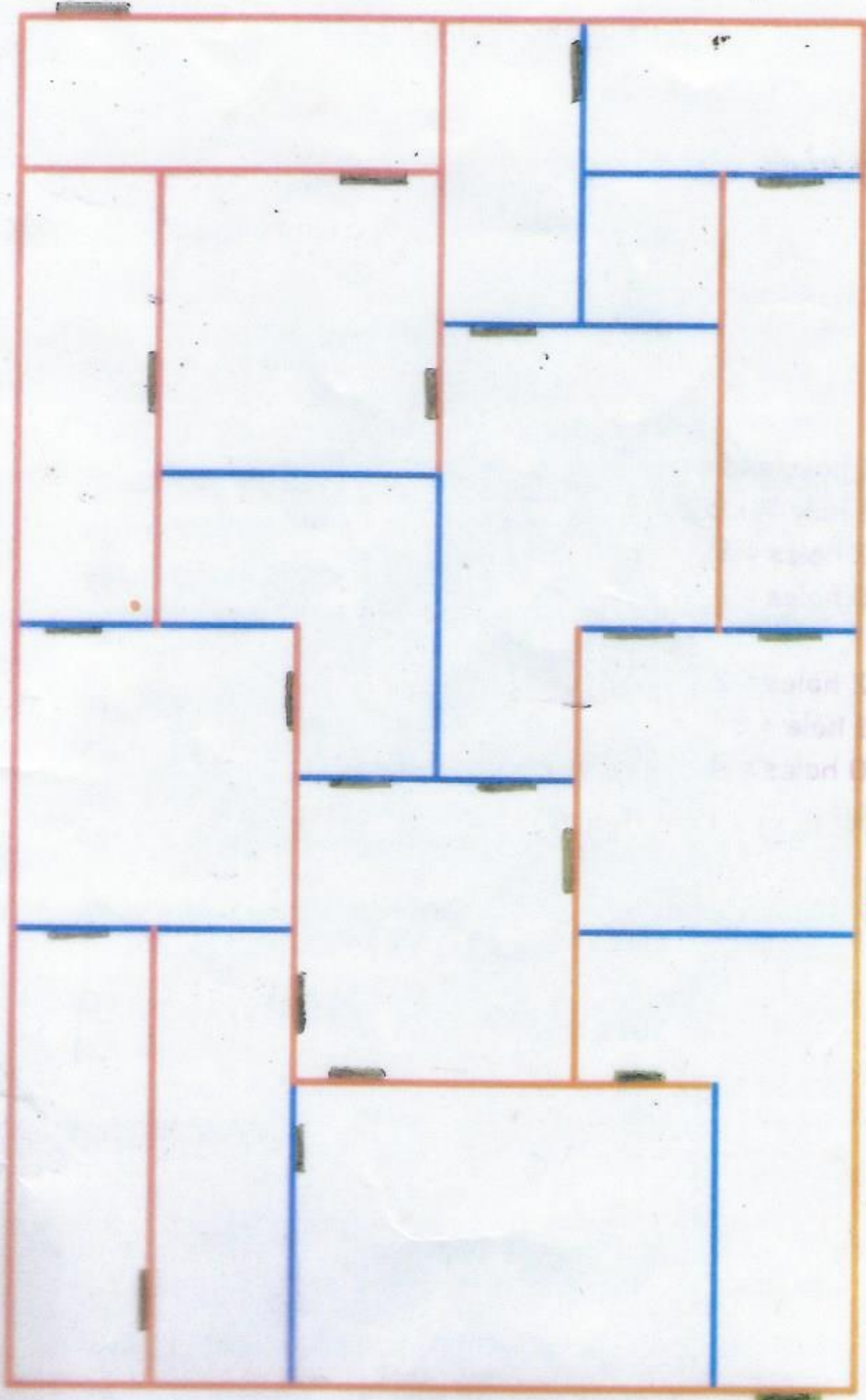
4ft x 2 holes = 2

4ft x 1 hole = 6

4ft x 0 holes = 4

2ft x 0 holes | → ADD TO 4ft x 1 hole = 6ft x 1 hole/middle

MINIMUM CAVITY 1 RUN 4



Red = Six foot Boards

Blue = Four foot Boards

## **Additional Requirements**

Lots of 6 inch (or longer) cable ties (tie wraps)

## **Caving Simulator Safety Briefing**

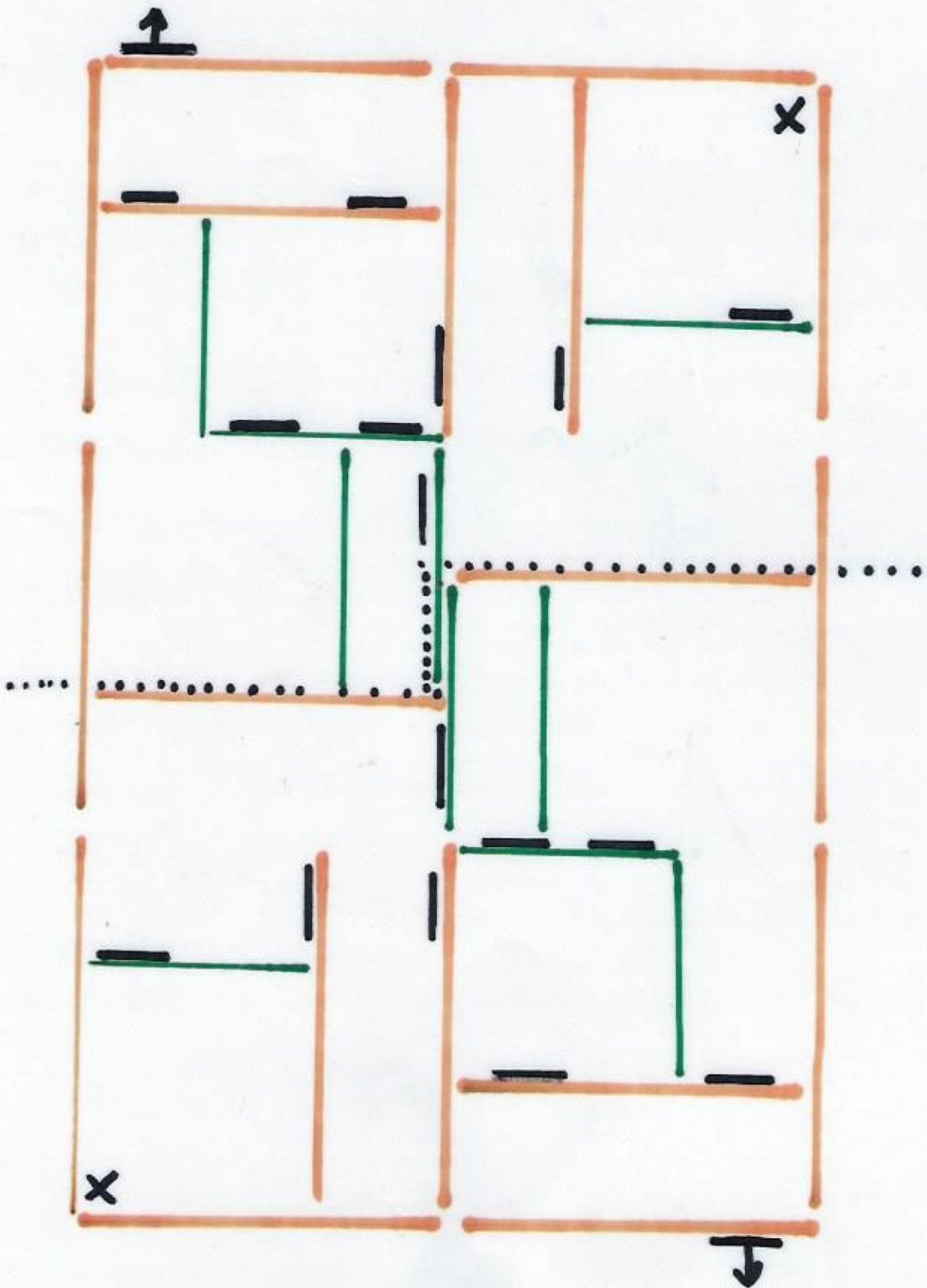
All Beavers/Cubs/Scouts must be told of the following:

- It will be totally dark inside the cave
- The roof is soft and will move
- The walls have large round holes on them. You will have to crawl through the gaps
- You must use your hands to help navigate through
- There are a lot of dead ends
- It may be warm inside the cave
- ***If you are in distress try to stand up and let us know***
- You will be given a tag –you must hand it in at the exit
- The exit is on the opposite diagonal corner or you are racing against another scout to ring a bell in the corner to your left.

<b>Organisation</b>	Stag Explorer Scout Unit	
<b>Activity/Process</b>	<b>Use of the Caving Simulator</b> This simulator is created by connecting a series of 6' x 2' wooden boards together to make a two dimensional framework placed on the ground. The boards are held together by a number of plastic tie-wraps. Smoothed round holes in the boards create a route to explore from a single entry and exit point. The framework is covered by a heavy duty plastic tarpain that renders the interior pitch black.	
<b>Number of persons at Risk:</b> (1, 2-5, 5-10, 10 plus)	5-10 at a time	
<b>Hazards involved with the Activity/Process:</b>	1. Panic attacks induced by the fear of the dark/ claustrophobia 2. Injury from striking body against the framework <i>The scale of potential injury ranges from grazes or bruising</i> 3. Dehydration from being confined in a closed space for a an excessive period in hot weather 4. Impact injury from striking objects on the ground	
<b>Initial Risk Rating</b> Scale = 1 to 5  <b>Rating is</b> Likelihood x Consequences	<b>Likelihood</b>	Two (2)
	<b>Consequences</b>	Four (4)
	<b>Rating</b>	Eight (8)
<b>Existing Safety Measures and Controls</b>	1. Panic Attacks The users are to be briefed before use so they expect the darkness and confined space. The simulator will be supervised so that users are checked in and out and users do not stay in unnoticed. Leaders will be briefed to stop users at a potentially high risk from entering 2. Contact Injury The wooden boards are to be checked before use to ensure that they are not damaged or cause splinters. Users are to be briefed so move slowly and explore the route with their hands as they go 3. Dehydration The simulator will be supervised so that users are checked in and out and users do not stay in unnoticed. In extreme temperatures, its use will be suspended Users will be told to remain hydrated before and wards First aid trained supervisors are to be present at all times The number of users will be restricted The scouter in charge is to have sufficient staff to remove the cover within 15 seconds to enable fresh air into the simulator 4. Ground Injury The ground to be used is to be checked and inspected for stones or other causes of impact injury. A copy of this risk assessment must be immediately available to all users and supervisors of this wall.	
<b>Review Date:</b>	Apr-21	
<b>Revised Risk Rating</b> Scale = 1 to 5  <b>Rating is</b> Likelihood x Consequences	<b>Likelihood</b>	Two (2)
	<b>Consequences</b>	Two (2)
	<b>Rating</b>	Four (4)
<b>Other Comments:</b>	Nil	
<b>Manager's Signature:</b>		
<b>Manager's Name:</b>	Richard GREEN	
<b>Appointment:</b>	District Explorer Scout Commissioner, Central Norfolk Scouts	
<b>Date:</b>	01-Apr-19	

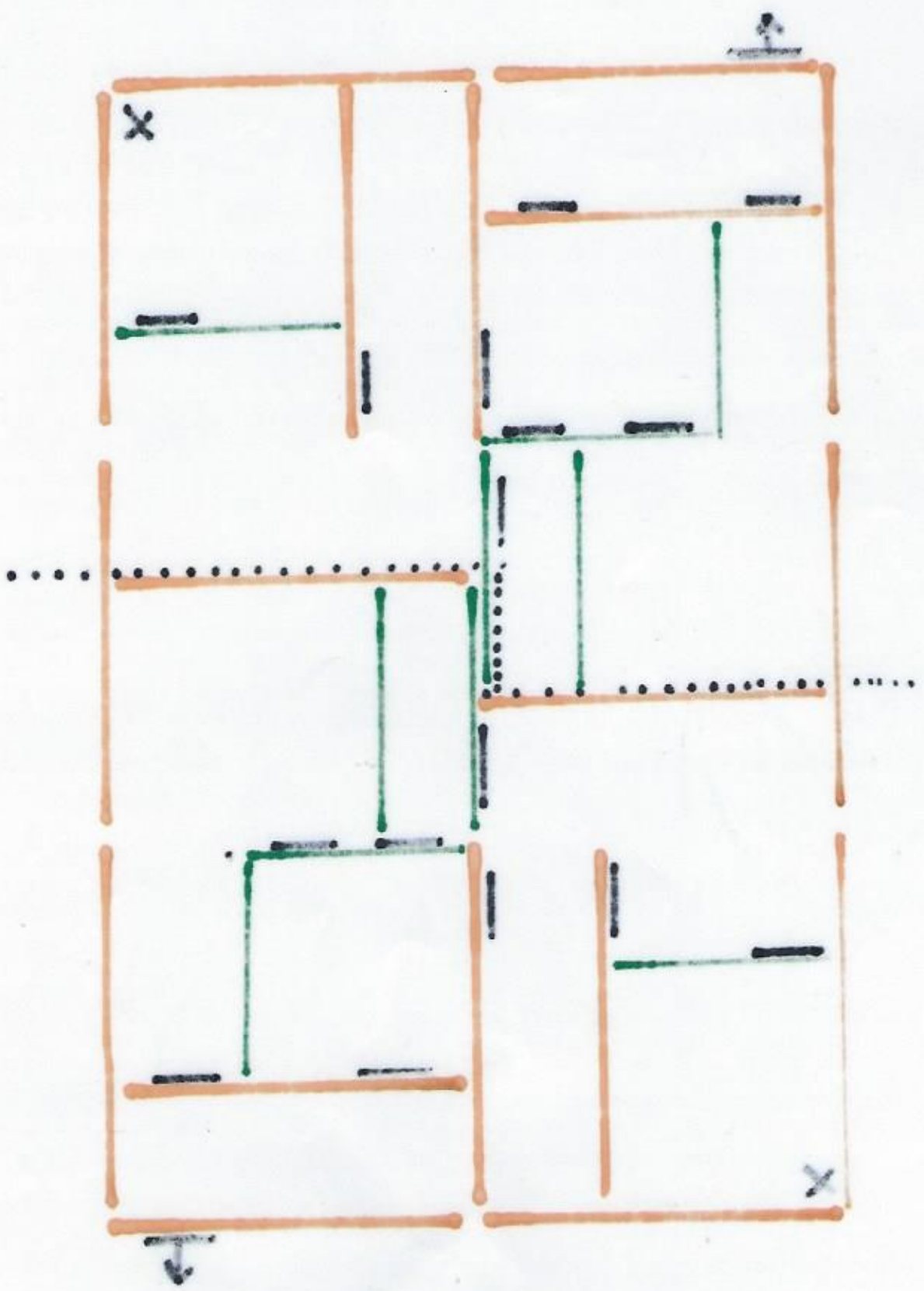
✗ TRACE FROM ENTRY TO RING A BELL AT POINT X.

..... HALF WAY DIVIDE



A PART OF THE ... X  
X ...

THE ...





Six FOOT BOARD



Four FOOT BOARD



Two FOOT BOARD

BLACK HOLE IN BOARD

