



SOFT ARCHERY

(Up to 15 people and 4 - 10 years)

This activity area should only be entered when the group is booked to do so.

Individuals who have completed the Self-led/Instructor-led activity registration form for Soft Archery must be present for the entire duration of the activity.

For Self-led activities, please arrive at the activity office 10 minutes before your session start time to collect keys/equipment. At the end of your session, please return these back to the activity office promptly.

For Instructor-led activities, please meet your instructor at the activity area at your session time.

All activities involve risks of some kind, but with good training, proper equipment and responsible leadership, these risks can be minimised to provide adventure and fun for everyone.

SOFT ARCHERY OPERATING GUIDELINES

1. All Soft Archery carried out must conform to Policy, Organisation and Rules (“POR”) of The Scouts.
2. An individual who has completed the Soft Archery Self-led/Instructor-led activity registration form must be present, for the entire duration of the activity.
3. All persons must wear an arm brace while participating in the activity.
4. All bows and suction arrows must be pointed down the range at all times.
5. The tarp must be present underneath the targets and the suction of the arrow kept as clean as possible.
6. For group management, an additional competent adult should be present supervising the individuals that are not engaged on the activity.
7. Everyone must ensure safety at all times.
8. The session will be stopped immediately should any of these guidelines not be adhered to.
9. If there is a change in the weather/environment or the equipment/activity becomes unusable the session must be stopped immediately.

ACTIVITY EQUIPMENT / AREA DEFECTS

It is important to check the equipment and environment is safe before starting your session. Any defects before, during or after your session must be reported to a member of Hertfordshire Scouts staff and reported via the QR code form.

