

Risk Assessment – France 1940 Megagame, St Mary’s Conference Centre, Sheffield, 17/10/2020

Context

St Mary’s Conference Centre has been open during the Covid-19 pandemic to support local families through provision of food parcels funded by a flour delivery service. This was necessary as the church-based charity business catering company had to close. Consequently, the main church nave has been cleared to create additional space for social distancing during operations and the following standard Covid-19 measures are already in place:

- Controlled access to the hall
- Sanitation & signage outside and throughout the building to remind staff and visitors
- External seating for breaks and food consumption
- Social distancing of 2m*

*As staff do not generally deal with the public on site and are a known workforce, they do not normally wear masks.

For events, organisers are advised to consider additional measures, particularly when higher numbers are moving around the church. Therefore, based on current UK guidance and recent research published by the [BMJ](#) (see Annex A) a number of risks and mitigating measures are detailed below. All attendees are expected to abide by them and will be asked to leave if it is felt by the organisers that they are comprising the safety of others.

Analysis of current confirmed cases in Central Sheffield ([MSOA Map](#)) and the ongoing decline in hospitalisations and fatalities since April, despite a slight increase in cases as lockdown has eased ([PHE Surveillance Reports](#)), suggest that the main risk to life are old age and pre-existing conditions. Whilst Covid-19 is still in general circulation, the above has been taken into consideration since the last St Mary’s risk assessment in June.

The game risk assessment will be included in the handbook and posters on required actions will provide guidance on the day. St Mary’s risk assessments are on the game page. Attendees should consider their own circumstances in addition to these assessments before making an informed decision to attend at their own responsibility.

Timeframe	Risk	Risk Factor/Likelihood	Mitigation
Pre-event	Local lockdown prohibits indoor gatherings completely or multiple household gathering.	Risk to life – low Risk likelihood – low	<ul style="list-style-type: none"> • Regular liaison with venue • Review ongoing situation through online resources • Pre-agreed postponement plan to include re-scheduling with venue and attendees • Game fee refund available if cancelled • Advise attendees that pre-booked accommodation and travel costs are their responsibility
	Attendee tests positive for Covid-19, displays symptoms or told to self-isolate by Test & Trace	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> • Attendees instructed not to attend the event and inform the organisers as soon as possible • Refund provided by organisers
	Pre-existing conditions/older attendees	Risk to life – high Risk likelihood - med	<ul style="list-style-type: none"> • Attendees offered the opportunity to play remotely if spaces are available • Attendees with concerns advised to discuss potential roles and considerations
	Cross-contamination from workers on site/other visitors	Risk to life – med/high* Risk likelihood - low	<ul style="list-style-type: none"> • St Marys will only have the caretaker on site during the event • Another event on the day will be in an annex with its own entrance and facilities • Game organisers to set up on Friday afternoon and sanitize the space and resources

During Event: General	Raised voices for announcements spreading viral particles	Risk to life – med/high* Risk likelihood - low	<ul style="list-style-type: none"> Pre-game briefings by remote command players pre-recorded to play over P/A Game Control to use P/A system, PPT instructions and bell to issue instructions Team briefings/Tea Breaks to use outside space
	High occupancy level prevents social distancing and adequate ventilation	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> Utilisation of whole church nave and side aisles to provide ground space and additional vertical height and ventilation Reduced number of attendees present (<25) Provision for some remote roles Masks/visors (not scarves) should be worn correctly whenever 2m distance cannot be maintained Game structure allows time for players to move outside regularly (tea breaks called by Control)
	Cross-contamination at refreshments	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> No food to be provided Sanitation station beside refreshments Hot water flasks and disposable utensils Players to provide their own mugs, encouraged to bring a flask
	Spread of viral particles through sneezing, coughing or players changing role	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> 'Catch it, bin it, kill it' posters Tissues, wipes and gloves available
During Event Role-specific	Cross-contamination and infection at the map from new contacts	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> Reduced player count Reduced umpire count All players to have their own resources (units, dice, tokens) Existing social bubbles grouped into player teams Players not on opposite side of 2m table should be side by side Masks/visors (not scarves) should be worn correctly whenever at the map No eating or drinking at the map
	Cross contamination and infection during the Air-Game and allocation of resources to map players	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> Perspex screen between air-game players Limited time playing the game All map players to be informed visually of allocations on a written chart and use their own allocated resources
Post-Game	Attendee tests positive or contacted by Track and Trace with 14 days of attending event	Risk to life – med/high* Risk likelihood - low *pre-existing conditions	<ul style="list-style-type: none"> Follow current Track and Trace guidance Game organisers to contact players as appropriate, in line with GDPR legislation

Overall event judgement - Risk to life – med/high*

Risk likelihood - low

*pre-existing conditions

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Annex A

Type and level of group activity	Low occupancy			High occupancy		
	Outdoors and well ventilated	Indoors and well ventilated	Poorly ventilated	Outdoors and well ventilated	Indoors and well ventilated	Poorly ventilated
Wearing face coverings, contact for short time						
Silent	Low	Low	Low	Low	Low	Medium
Speaking	Low	Low	Low	Low	Low	Medium
Shouting, singing	Low	Low	Medium	Medium	Medium	High
Wearing face coverings, contact for prolonged time						
Silent	Low	Low	Medium	Low	Medium	High
Speaking	Low	Medium*	Medium	Medium*	Medium	High
Shouting, singing	Low	Medium	High	Medium	High	High
No face coverings, contact for short time						
Silent	Low	Low	Medium	Medium	Medium	High
Speaking	Low	Medium	Medium	Medium	High	High
Shouting, singing	Medium	Medium	High	High	High	High
No face coverings, contact for prolonged time						
Silent	Low	Medium	High	Medium	High	High
Speaking	Medium	Medium	High	High	High	High
Shouting, singing	Medium	High	High	High	High	High

Risk of transmission

Low ■ Medium ■ High ■

* Borderline case that is highly dependent on quantitative definitions of distancing, number of individuals, and time of exposure