Smoking, Alcohol and Drugs

Smoking and Vaping

Smoking and vaping is not permitted anywhere on the premises of a FACEvents session and applies to everyone including staff, people collecting children and visitors. FACEvents adheres to a no smoking or vaping during work hours policy for staff anywhere onsite or near the premises where children attending could see- staff are also asked not to smoke or vape in their work uniform at any time.

Alcohol

Anyone who arrives at a FACEvents session clearly under the influence of alcohol will be asked to leave immediately- if they are a member of staff, disciplinary procedures will follow as necessary.

Drugs

Anyone who arrives at a FACEVents session clearly under the influence of illegal drugs will be asked to leave immediately- if they are a member of staff, disciplinary procedures will follow as necessary.

If a staff member is required to take any prescription drugs that may affect their ability to function effectively, they must inform the manager as soon as possible so a risk assessment can be completed and any necessary actions taken. All prescription drugs must be kept stored away in the staff room at all times.

Safeguarding Children

Any child discovered to have cigarettes, alcohol or drugs on their person will have it confiscated immediately; the DSP will be notified, a safeguarding form will be completed and parents/carers will be notified at the end of the session.

All FACEvents staff understand they have a duty to inform the manager for the day and DSP if they believe that any parent or carer is a threat to the safety of a child because of them being under the influence of drugs and/or alcohol during drop off or pick up. The manager and DSP will follow safeguarding procedures to decide upon the appropriate course of action.

If parents/carers are clearly over the alcohol limit or under the influence of illegal drugs, staff will do their utmost to prevent the child travelling in a vehicle driven by them- this includes calling the Police if necessary.