

Safeguarding Policy for Beckenham Theatre Trust

Safeguarding for Trustees

As a rule, Trustees of Beckenham Theatre Trust do not come in direct contact with the public, those making grant applications or those benefitting from allocated funding.

If a Trustee visits a project involving children or vulnerable adults, they must adhere to the organisation's safeguarding policy. A copy of this policy should be obtained and reviewed before attending.

As a general rule no trustee should be alone with a child or vulnerable adult and needs to be supervised at all times. This should be applied even if a Trustee has a BDS check.

Safeguarding for Online Communication

Beckenham Theatre Trust is committed to protecting Trustees and Users from online risks, including but not limited to cyberbullying, exposure to inappropriate content, privacy breaches, and grooming.

Online interactions include websites, social media platforms, and digital communication tools. All Trustees are expected to engage respectfully, share data appropriately, and report any suspicious activity.

If a Trustee has concerns or receives inappropriate content, they must report it to the Chair of Trustees, who will determine the appropriate course of action. This may include reporting the issue to the Police or relevant local authority.

Safeguarding for Grant Applicants Safeguarding is a key priority for Beckenham Theatre Trust. We require all successful grant applicants to have safeguarding measures in place to protect children and vulnerable adults.

Applicants planning to work with children or vulnerable adults must submit a copy of their Safeguarding Policy as part of their application. If a grant is awarded, funds will not be released until the policy has been received and approved by Beckenham Theatre Trust.

For guidance on safeguarding policies, applicants can refer to: [NCVO Safeguarding Policies and Procedures](#)

This policy will be reviewed regularly to reflect changes in technology and emerging risks.

Date of Review: 28/02/2025