

BATTLE SECTOR X LIMITED
INTERNAL COMPANY RISK ASSESSMENT

Description of Activity/Location within Building:	Playing a Laser Tag Game/Main Arena				
Effects Staff: YES	Effects Public: YES	Name of Assessor: G.Taylor	Date of Assessment: 11/02/2016	Revision: 1	

Notes to Assessor:

1. Severity of Hazard	2. Likelihood of hazard occurring	3. Risk Score	4. Risk Band	5. Preventative Actions	6. Revised Risk Band
Assessor should assign score accordingly; 1. Negligible 2. Minor Injury 3. Major Injury 4. Single Death 5. Multiple Deaths 6. Multiple Deaths (Remote Supervision)	Assessor should assign score accordingly; 1. Improbable (may never happen) 2. Possible (maybe once in 5 years) 3. Occasionally (may occur once a year) 4. Fairly Frequent (m. occur once 1/4 year) 5. Very Frequent (may occur each week) 6. Certain (may occur on a daily basis)	This should be the Product of the Severity of Hazard and the likelihood of it happening Column 1 x Column 2 = Risk score	If the Risk Score is below 9 = Low If the Risk Score is above 9 and below 12 the risk = Med If the Risk Score is above 12 = High	These are additional safety controls to lower either the likelihood or severity of the hazard e.g staff directive or location of safety equipment or instruction to staff or Public.	These use the same banding as 4. Risk band but must be Low. If not, extra preventative actions should be put into place or standard operating proced. (SOP) should be written out.

Description of Hazard	1. Severity of Hazard	2. Likelihood of Hazard	3. Risk Score (Rise Band)	Description of Preventative Actions	Revised Severity of Hazard	Revised Likelihood	Final Risk Band
Trip Hazard (Customer trips another up, by laying on floor) First Aid required	1	4	4 (Low)	Safety Briefing given to all players before they can play. One of the Arena rules is no laying down. Game Marshals tell players off if found laying down. Player removed if continues to do it.	1	3	3 (Low)
	2	3	6 (Low)		2	2	4 (Low)
	3	2	6 (Low)		3	1	3 (Low)
Trip Hazard (Object on floor) First Aid required	1	1	1 (Low)	Arena cleaned regularly. Game Marshal checks arena is clear. No parts of the arena should be able to be removed.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
Fall Hazard (Customer falls after climbing over a piece of the scenery) First Aid required	1	4	4 (Low)	Safety Briefing given to all players before they can play. One of the Arena rules is no climbing over the scenery. Game Marshals tell players off if found jumping over the scenery. Player removed if continues to do it.	1	1	1 (Low)
	2	3	6 (Low)		2	1	2 (Low)
	3	2	6 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Fall Hazard (Customer falls over themselves because their laces are undone) First Aid required.	1	2	2 (Low)	Games Marshal to check each player before they enter the arena. Tells the player to tie their laces up.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
Fall Hazard (Customer falls down the steps from the arena) First Aid required	1	2	4 (Low)	Steps highlighted with enough lighting and edges colours with hazard colours. Games Marshal tells the players to be careful when leaving the arena.	1	1	1 (Low)
	2	2	6 (Low)		2	1	2 (Low)
	3	2	6 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Fall / Trip Hazard (Customer twist their ankle while playing) First Aid required	1	2	2 (Low)	Safety Briefing given to all players before they can play. One of the Arena rules is no running.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)

**BATTLE SECTOR X LIMITED
INTERNAL COMPANY RISK ASSESSMENT**

Description of Activity/Location within Building: **Playing a Laser Tag Game/Main Arena**

Effects Staff: YES Effects Public: YES Name of Assessor: G.Taylor Date of Assessment: 11/02/2016 Revision: 1

Description of Hazard	1. Severity of Hazard	2. Likelihood of Hazard	3. Risk Score (Risk Band)	Description of Preventative Actions	Revised Severity of Hazard	Revised Likelihood	Final Risk Band
Player Hurt while playing (Another player runs into them) Physical Contact, First Aid required	1	2	2 (Low)	Safety Briefing given to all players before they can play. One of the Arena rules is no running. Players warned verbally and removed if requ.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
Player Hurt while playing (Player runs into part of the scenery) First Aid required	1	2	2 (Low)	Safety Briefing given to all players before they can play. One of the Arena rules is no running. Players warned verbally and removed if requ. Games Marshal remove player to deal with any first aid issue.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
Player has asthma attack while playing (Player over exerts themselves or smoke effect triggers attack) First Aid required	1	3	4 (Low)	Safety Briefing given to all players before they can play. Safety Briefing asks that players bring any asthmatics to the Games Master's attention. Smoke effects minimised use while individual plays. Games Marshal removes player from arena, if required.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Player has heart attack while playing (Player over exerts themselves) Immediate First Aid required Further medical maybe required Ambulance may need to be called.	3	2	6 (Low)	Safety Briefing given to all players before they can play. Safety Briefing asks that players bring any asthmatics to the Games Master's attention. Smoke effects minimised use while individual plays. Games Marshal removes player from arena, if required. Games Marshal stops game and removes all other players, if necessary.	3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Pregnant Player goes into labour while playing	1	1	1 (Low)	Safety Briefing given to all players before they can play. Safety Briefing asks that players bring any pregnancy to the Games Master's attention. Games Master to advise restrain. Games Marshal removes player from arena, if required.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
Pregnant Player recieves impact to abdomen Physical Contact, Potentially First Aid required Potential for Miscarry.	1	1	1 (Low)	Safety Briefing given to all players before they can play. Safety Briefing asks that players bring any pregnancy to the Games Master's attention. Games Master to advise restrain. Games Marshal removes player and culprit from arena, if required.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
	5	1	5 (Low)		5	1	5 (Low)

INTERNAL COMPANY RISK ASSESSMENT

INTERNAL COMPANY RISK ASSESSMENT							
Description of Activity/Location within Building:		Playing a Laser Tag Game/Main Arena					
Effects Staff: YES	Effects Public: YES	Name of Assessor: G.Taylor	Date of Assessment: 11/02/2016	Revision: 1			
Description of Hazard	1. Severity of Hazard	2. Likelihood of Hazard	3. Risk Score (Rise Band)	Description of Preventative Actions	Revised Severity of Hazard	Revised Likelihood	Final Risk Band
Epileptic Player has seizure while playing (Player reacts to lighting effects and has seizure) First Aid required. Further medical maybe required. Ambulance may need to be called.	1	1	1 (Low)	Safety Briefing given to all players before they can play. Safety Briefing asks that players bring any epilepsy to the Games Master's attention. Light effects minimised use while individual plays. Warns player of what happens in the arena. Games Selection limited with sensitivity in mind, but not to negatively effect other players.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Dazzled by laser beam hitting eye. Temporary Effect. No permanent damage can be caused.	1	2	2 (Low)	Games Master to calm people. Remove from game if required. Aloud rest.	1	2	2 (Low)
Electric Shock (Player shocked by faulty equipment) First Aid Required. Further medical maybe required. Ambulance may need to be called.	1	1	1 (Low)	Low Voltage used where ever possible throughtout the arena. Electrics checked annually for wear and tear and PAT as required. Damaged devices removed from area.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Electric Shock (Player delibrately breaks equipment) First Aid Required. Further medical maybe required. Ambulance may need to be called.	1	1	1 (Low)	Low Voltage used where ever possible throughtout the arena. Electrics checked annually for wear and tear and PAT as required. Damaged devices removed from area.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Player overexcteted themselves while playing (Player faints, has panic attack or other) First Aid maybe required.	1	1	1 (Low)	Games Master to advise rest break or restrain while playing. Remove player if required. Stops game if player collapses.	1	1	1 (Low)
	2	1	2 (Low)		2	1	2 (Low)
	3	1	3 (Low)		3	1	3 (Low)
	4	1	4 (Low)		4	1	4 (Low)
Fire Issues on Fire Risk Assesment for Arena							