



Activity / Equipment:	Laser Tag	Date of Assessment:	22/12/2011
Assessed by:	Rob Lancaster	Date of Review:	21/12/2012

RISK ASSESSMENT

HAZARD	OUTCOME / INJURY	PERSONS AT RISK	SEVERITY	PROBABILITY	RATING	EXISTING CONTROLS	FURTHER ACTION
Inflatable lifting in wind	Death, serious injury	Participants, Instructors, Spectators	4	1	4	All 9 anchors must be used. When on grass, the stakes must be fully inserted into the ground at 45 degrees away from the maze. On hard standing, each anchor must be held with 160 Kg weight. The maze must not be used in winds over 24mph. Regardless of wind speed, the maze must not be used if any lifting occurs.	None
Collapse of maze	Distress, minor injury	All persons inside maze	2	2	4	In the event of power failure, the maze will start to deflate. With all zips closed, it will take more than 5 minutes for the maze to deflate. The operator must call the game to an end and encourage players to assemble at the door before letting them all out together.	None
Uneven ground	Ankle or foot injury	All persons inside maze	3	2	6	Ground must be checked prior to laying out maze, potholes must be covered, all edges must be 'smoothed' out with boards or carpet.	None
Collision in maze	General bumps, head injuries, bruises.	All persons inside maze	2	4	8	Briefing to include dangers of running around corners, move carefully and slowly. Older children and younger children to be separated into different games.	None

HAZARD	OUTCOME / INJURY	PERSONS AT RISK	SEVERITY	PROBABILITY	RATING	EXISTING CONTROLS	FURTHER ACTION
Lasers pointed at eyes	Discomfort, irritation	All	2	1	2	Briefing to include a reminder not to point phasers at anyone, aim at phasers not people. If a user is seen to be continually doing it they must be removed.	None
Players left in maze	Concern for parent / career. Fear for person left in maze.	All persons inside maze	1	2	2	Count players in and count players out. Count number of phasers at game end. Do not allow new players in until all phasers and players are out of the maze.	None
Electrical shock	Death, serious injury	All	4	1	4	All cables and electrical items to be tested according to PAT regs. All cables to be outdoor type rated IP55 or higher.	None
Tripping	Head injuries, general bumps and bruising	All	3	3	9	All cables to be either strung above head height or made safe with cable traps or placed alongside inflatable maze.	None
Snagging on flight case catches, flight case lid dropping shut in wind	Finger crushing, bruising, cuts to thighs and or hips/waist. Damage to clothing	All	2	4	8	Lid of flight case to be shut during game play. Catches secured. If lid is open for use of scoreboard, then lid must be fixed and held open so it cannot be blown down and catches must be taped safe.	None
Overheating	Fainting, head aches, breathing difficulties	All persons inside maze	3	3	9	Game length limited to 3 minutes in hot weather. Players to take a 2 game break between games in hot weather.	None
Slipping on wet floor	Head injuries, general bumps and bruising	All persons inside maze	3	3	9	If outside area is wet, shoes must be removed before entering the maze, thereby stopping the water transferring from shoes to floor. Operator to walk the floor at regular intervals and mop wet areas if required.	None