

Risk Assessment – Laser (Indoor and Outdoor)

Baseline	<input checked="" type="checkbox"/>	Site Specific	<input type="checkbox"/>	Vulnerable Person	<input type="checkbox"/>	Temporary	<input type="checkbox"/>
-----------------	-------------------------------------	----------------------	--------------------------	--------------------------	--------------------------	------------------	--------------------------

Produced by:	Leigh Phillips	Date of issue:	17/01/2019	Review date:	17/01/2020
---------------------	----------------	-----------------------	------------	---------------------	------------

Operating notes:

- Supervision ratio is 1 Activity Leader to 15 participants, with 1 additional adult to assist supervision.
- Activity Leader to be trained to in-house syllabus. Refresher training as directed by session observations. No special requirements for Chief Instructor. Technical Advice from Group Activities Manager
- Electrical facilities and equipment such as effect lighting, sound systems and cabling must be suitably mounted such that it is out of the way of participants. Chargers, cabling and other electrical components are subject to periodic inspection.
- Indoor laser arenas should avoid areas of complete darkness, and all sharp edges on obstacles should be covered with impact absorbing material
- Arenas must be inspected periodically to confirm they remain safe to use.

Risk – Benefit Statement: There is a medium risk of injury arising from collisions, slips and trips, but high levels of participation, excitement and experiencing something new. This makes the risk tolerable.

Hazard Description and activities giving rise to risk	Who may be harmed	Control Measures	Risk Rating
Collision –with arena fixtures, obstacles or other participants	Participants, Activity Leader	<ul style="list-style-type: none"> • Check the activity area before use. • Participants must be briefed to be remain aware of their surroundings keeping their laser blaster close to their chest. • Games played will be taken from the pre-set inventory (details on intranet) specifically designed to encourage team work, control, stealth and prevent running, physical contact and collisions • Activity Leaders will be positioned appropriately throughout the games to monitor behaviours, manage rules and constantly remind participants to remain controlled and stop them from running • Check participants are wearing clothing appropriate to the conditions and activity environment. (Indoors/outdoors, wet/dry, muddy/clear, etc.) 	Med
Slips, trips and falls – uneven ground, fixed objects or vegetation	Participants, Activity Leader	<ul style="list-style-type: none"> • Ensure all participants are wearing flat or low-heeled shoes. • Tell participants to pay attention when moving around, and highlight any areas that must be avoided or require special care. 	Med
Laser beams – risk of eye injury from sustained contact with beams	Participants	<ul style="list-style-type: none"> • Laser weapons use low power lasers that offer negligible risk to users. • Tell participants not to look directly into the beams 	Low