



Activity	Hazard	Who could be harmed and how?	Existing Control Measures	Risk Rating L x S = R	Further controls needed if risk rating is M or H (10-25)	Person responsible to implement further controls	Date further controls implemented	Risk Rating L x S = R with further controls
	Trips or fall	Players or operators tripping in woodlands or on uneven ground.	Area inspected on arrival, trip hazards removed.	3x2=6				
	Collision	Players running into each other.	Advised at briefing to keep safe distance. Staff to locate suitable playing area.	3x2=6				
	Weather	Players and operators. Sun burn, heat exhaustion.	Ensure shaded area is available, advised to drink plenty of water, stop and rest when needed.	2x2=4				
	Weather	Players and operators, risk from torrential rain or wind, debris and slips.	Organisers to pause play if the rain becomes torrential, Laser tag not to be played in winds over 25mph.	Depending on weather.				
	Stair case (if applicable)	Players could trip on the	Advised during briefing to walk up and down the	3x2=6				

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		stairs if not looking when accessing them.	stairs and observe the steps they take.					
	Problem players	Other players and operators, from mis use of equipment.	Operators will monitor the games to deter anyone with intention to cause damage to the equipment or inflict harm on anyone. All areas of the site are adequately supervised by members of staff	3x2=6				
	Entry and exit	All, collision of players or operators.	Sufficient space will be left outside the entrance/exit to allow the players to enter and exit unhindered at the start and at the end of the games.	2x2 =4				

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	Injury due to fire	Operators and players	All Fire Exits and routes are kept clear of obstruction and are clearly signed. These are kept unlocked.  Events organiser to know the fire exit procedure.	1x4=4				
	COSHH	Players, touching or ingesting dangerous substances.	Organiser/staff team to keep cleaning substances closed away in a box or appropriate container. Hazardous substances are appropriately labelled, hazardous products not used by LT2U.	1x3=3				
	Choking	Players, choking on food or drink.	No food or drink to be consumed whilst in play, drink breaks provided.	1x2=2				
	Bumps and trips caused	Players, operators by	Ensure obstacles are clearly visible and	2x1=2				

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	by obstacles.	obstacles moving due to weather conditions.	secured properly.  In high winds assess risk throughout each game.					
	Covid 19 (Coronavirus)	Operators and players and families, they could contract the virus and potentially become unwell or pass to more at risk persons.	Before each event every item of equipment will be cleaned with anti-bacterial wipes. After every event these will then be cleaned again. Fresh headbands will be applied after every single use. Each player will have their own phaser during the event. All equipment is checked regularly for damages.	2x2=4	Players not to be present if they are feeling unwell or show any symptoms or have tested positive for Covid 19.	To assess the guideline updates.	On going	

**Hazard: Something that has the potential to cause harm Risk: The likelihood of that harm occurring**

**Likelihood:**

1	Improbable
2	Remote
3	Possible
4	Probable
5	Very likely to occur

**Severity:**

1	No injury
2	Minor injury – first aid only
3	Seven day or over injury
4	Major injury
5	Fatal injury

**Risk Rating:**

<b>Numerical value</b>	<b>Risk Rating</b>	<b>Action</b>
1 - 9	Low	No further action needed
10 - 15	Medium	Action needed soon
16 - 25	High	Immediate action needed

**Risk rating is calculated by multiplying the likelihood by the severity e.g. a possible chance of an accident resulting in a major injury = 3 x 4 = 12.**

**Therefore, a Medium Risk where action is needed soon to reduce the risk to as low as is reasonably practicable.**