

RISK ASSESSMENT – LASER QUEST BRISTOL

Date: September 2008

Assessed by: Chris Blackwell

RECEPTION, TOILET, BRIEFING ROOMS

RISK	FREQUENCY 1=LOW 5=HIGH	DANGER 1=LOW 5=HIGH	ACTION PREVENTION
Person tripping /slipping in Laser Quest Entrance	1	1	Clearly doorway of hazards. Regular checks for spillages
Spills / slips on the lino.	2	1	Regular Monitoring of area by staff. Performing quick and thorough clean up of spills Ensure that wet floor signs are viewable when cleaning and dealing with a spillage. No food or drink to be taken into Briefing room, Airlock or Arena Ensure all areas are adequately lit by ensuring all broken bulbs are replaced quickly. Check for any rips in the lino.
Arcade Machine plug sockets	1	5	All arcade machines to be placed in such a way that the plug sockets are out of obvious view. Ensure all kettle leads are working correctly so that if someone does deliberately fiddle around with the sockets then it will reduce the risk of shock. Check Regularly. Ensure 'Danger' warnings are stuck to the machines near the power supply as a deterrent. Regular checks of the machines to keep them in a safe position.
Bins – people cutting themselves on sharp objects protruding from overflowing bins.	2	2	Regular emptying of bins, especially on busier shifts. Ensuring all bins are covered properly and not broken in any way, check often.
Toilets – broken facilities	1	1	To stop people falling off broken toilets, cutting themselves on chipped sinks etc – check all facilities regularly throughout each day.
Briefing Room – Broken Equipment	1	2	To stop people being cut or shocked by gaming equipment inspect for physical damage. If damage is found remove equipment from the game and report to the duty manager. Check regularly throughout each day.

RISK ASSESSMENT – LASER QUEST BRISTOL

ARENA

RISK	FREQUENCY 1=LOW 5=HIGH	DANGER 1=LOW 5=HIGH	ACTION PREVENTION
Collisions between players during games	3	2	<p>Strictly enforce safety rules described in the kit up, talk and ensure staff deliver to ALL customers.</p> <p>A Marshal assigned to every game to ensure rules are not broken and players are verbally warned and possibly are removed from the game, should rules be broken.</p>
Players hurting themselves on scenery/ structures	1	2	<p>Edges of wooden structures painted with fluorescent paint to ensure good visibility.</p> <p>Structures that are positioned in such a way that they could cause injury are lagged with foaming to soften any impact.</p> <p>Regular checks of arena scenery to ensure that any holes and possible damage are quickly identified and fixed.</p> <p>Ensure adequate lighting is in place by checking bulbs regularly.</p> <p>Ensure UV bulbs are in place in the areas that are painted fluorescently so area is well illuminated.</p> <p>Include the 'no climbing on scenery' rule in the 'kit up talk</p>
Arena lighting: Players burning themselves/ hurting themselves	1	3	<p>Ensure all wiring has been checked by a qualified electrician; repeat annually as part of electrical inspection check. (This will reduce the chance of anyone electrocuting themselves if they were to touch or tamper with any of the light.)</p> <p>Ensure that all the lights are positioned in such a way that deliberate i.e. lights and sockets positioned well above head height.</p>
Risk of injury to Marshall's from collision with players	2	2	<p>Ensure Marshall's are trained to be aware of risk of being struck by competitors or their equipment.</p> <p>Marshall's to be told to keep at least 1 meter away from competitors whilst in the arena, Players to be warned about risk of collision through kit-up talk.</p>
Ramps/Sloped areas – Players slipping down.	1	2	<p>Ensure that the ramps are painted with textured paint (e.g 'suregrip'). Repaint every 6 months.</p> <p>Ensure that all the blue LED's in the floor are working, these lights illuminate raised areas of the arena.</p>
Raised Platforms	1	3	<p>Include the 4 safety rules in the 'kit up talk.</p> <p>Regularly check the safety walls and walk over</p>

RISK ASSESSMENT – LASER QUEST BRISTOL

			platforms while marshalling the games. If damage is found report immediately to the duty manager so the area can be sectioned off until repaired.
--	--	--	---

WHERE STATED, DAILY CHECKS ARE UNDER TAKEN. HOWEVER, THOROUGH CHECKS ARE ALSO PERFORMED WEEKLY, AS PRESENTED IN THE CONTROL PROCEDURES AND CHECKS SECTION.