Creepy Valley Adventure Centre – Arena Airsoft Risk Assessment

Risk Assessment for: Arena Airsoft	Assessor(s): Alex Dodds	Date: 06/01/2024	
Overview of activity/ location/			
equipment/ conditions assessed:	and wooden structures for cover. Facemask, padded vests and HPA/Electric Airsoft markers used. Air filling panel and compressed air bottles in use.		

Generic or specific assessment:		Specific	Specific		
Serial	Hazard(s) identified	Persons affected	Existing Controls	Additional Controls	
1	Induction/ Safety Brief	All staff and public	All staff and public must attend a safety brief prior to entering the Arena.	A Safety Brief is attached	
2	Slips, trips, falls and personal injury	All staff and public	Where possible, obstacles shall be removed. At the time of booking participants are informed about personal clothing and equipment and the perceived risk of paintball.		
3	Young persons and vulnerable adults	All staff and public	Ensure that young persons and vulnerable adults receive an induction talk and safety brief. It is vitally important that they not only listen to, but also fully understand. the safety issues and rules of play. Ensure that young persons and vulnerable adults do not enter sessions where there are older or more experienced players. No person will be allowed to play unless they can demonstrate that they have fully understood the safety and game-play rules.	Young persons and vulnerable adults will tend to forget the safety and game-play rules when they are excited. It is essential to repeat the rules at frequent intervals.	

			12 to 18 year olds require a 'Consent Form' signed by a parent or guardian or have a person responsible for them in attendance. All participants must read and sign the 'Participation Statement' (the responsible adult accompanying 12 to 18 year olds will sign on their behalf).	
4	Injury due to problems with health and/ or fitness	All staff and public	Arena airsoft can be a physically demanding activity. All players should be fit enough to undertake the activity and operate within their personal limits. Players are advised to seek professional assistance if in doubt about the fitness level required for the activity. Players with current injuries or undergoing medical treatment are discouraged from playing.	
5	First aid and medical requirements	All staff and public	Supervising staff must have a valid first aid award or have received specific training as an Appointed Person. First aid kits are available in the 'safe zone', the Tower and the Cabin. An accident reporting record is kept by the Centre Manager. Players with additional medical requirements such as asthma, inhalers, diabetes etc should make themselves known to supervising staff so that appropriate measures may be taken to ensure the availability of personal	It may be impractical for players to carry personal medications during game play. All personal medications should be immediately available in the 'safe zone' or carried by a supervisor if requested. Game play is stopped if personal medications are required.

			medications if required.	
6	Alcohol and drug misuse	All staff and public	All staff and public are particularly at risk when exposed to alcohol and/or drug misuse. Members of the public who appear to be under the influence of alcohol and/or drugs will be asked to leave the activity, and possibly site.	This is included in the safety brief. ALCOHOL, DRUG MISUSE AND PAINTBALL DO NOT MIX.
7	Fire	All staff and public	The site is 'No Smoking'. Naked flames are not allowed on-site unless as part of the 'Bushcraft' sessions at a designated fire pit. Staff are inducted and trained to respond in the event of a fire. Contact the emergency services by calling 999 from the cabin or by mobile phone. There is a mobile reception for most networks onsite.	
8	Staff and Public entering the Arena during a session	All staff and public	Ensure the gate is closed. Ensure safety signs are in place. Ensure the net is in place and at a sufficient. All public and staff entering or leaving the Arena must do so through the 'SAFE ZONE', which is monitored by staff. The viewing platform can be used by participants at the discretion of the Marshalling Instructor.	
9	Injury due to ground and/ or weather	All staff and public	All staff and players are to wear suitable and supportive footwear for use outdoors and on	A dynamic risk assessment is made before and during sessions. Players

	conditions		uneven ground.	are briefed on ground conditions as required. The game-play can be
			The Arena is inspected prior to and during play.	adjusted as conditions dictate.
			Games may go ahead in all conditions, except lightning storms or continuous F8 winds from any direction, as long as players are made aware of the implications of hard, icy, wet, uneven ground, wood splinters and from rain, snow or fog.	Games will be stopped if necessary. In the event of a lightning storm or F8 winds the activity will be stopped immediately.
10	Injury from inadequate personal clothing	All staff and public	Thick layers of clothing are recommended to minimise the BB impact.	
	and/ or footwear		Protective padding vests are provided for each player.	
			Full-length heavy-duty overalls are available for rental.	
			Players are advised to remove rings and jewellery; any remaining items are worn at their discretion/risk.	
			Players are advised to wear gloves, neck scarf, and sturdy ankle supporting footwear.	
11	Injury from static and mobile Arena equipment	All staff and public	The Arena equipment is to be inspected and maintained.	
			Individual elements such as forts, walls, bunkers, tyres, are to be in good condition and inspected for splinters, wires, screws etc.	
12	Issue of personal protective equipment (PPE)	All staff and public	Ensure all PPE equipment is clean, fits properly and conforms to relevant safety regulations. NEVER issue any worn or defective PPE.	

			Stress the importance of 'looking after equipment'.	
13	Injury to head, face and eyes	All staff and public	Trained and inducted staff must inspect facemasks before, during and after use. Facemasks/Eye protection are NOT to be removed under any circumstance when in the Arena.	Facemasks and full head helmets meet or exceed current industry safety ratings.
14	Injury from Airsoft guns (markers) when in the Arena	All staff and public	Ensure all air bottles are properly secured to the marker, as per manufacturers' guidelines. All markers are regulated and chronographed to discharge 0.20g airsoft BB's at less than 375fps. All players and supervisors are to wear facemasks AT ALL TIMES when in the arena. Players and staff are to comply with supervisor instructions AT ALL TIMES. Horseplay is NOT permitted. Players will receive a 'time out' or be asked to leave the game if necessary.	
15	Injury from high velocity airsoft BB's due to faulty chronographic equipment	All staff and public	Chronograph is to be serviceable. Markers are to be chronographed to ensure 0.20g airsoft BB's are discharged at less than 375fps, at regular intervals throughout the session. Personal markers are tested before being allowed on site, and as above can be tested	

			again at any point during the session.	
16	Filling air bottles for markers	All staff and public	Staff should receive induction training and supervision in the use of the air filling panel and related equipment.	
			Public should not be in the proximity of the air filling panel when air bottles are being filled.	
			Do not adjust the safety regulator dial, this will result in overfill of the bottles and put the air panel user in excessive danger.	
47		All at a ff	Air bottles are to be stored out of direct sunlight, as per manufacturers' guidelines.	
17	Air bottles breaking, leaking, explosion from exposure to	All staff and public	Ensure all air bottles are properly secured to the marker, as per manufacturers' guidelines.	
	heat		Keep air bottles clean and dirt free and away from heat sources, store in the correct environmental conditions, as per manufacturers' guidelines.	
18	Injury through damaged or faulty airsoft markers	All staff and public	Markers are to be inspected, serviced and maintained as per manufacturers' guidelines. Only trained and inducted staff may inspect,	
19	Injury from personal airsoft markers	All staff and public	service or maintain the markers. Personal markers may be used as long as they comply with the following: The marker is in a serviceable condition Chronographed and regulated, by staff, to discharge 0.20g BB at less than 375fps.	
20	Injumy from aireaft	All staff and	Only airsoft BB's bought from the Centre are to be used.	A supervisor must remain in the
20	Injury from airsoft	Ali Stali aliu	Ensure that all airsoft magazines are	A supervisor must remain in the

	markers when taken out of the Arena	public	removed from the markers when not in use and the marker breach is clear of airsoft BB's. Markers should only be moved from the session's setting by trained staff. Supervisors are to ensure that markers do not enter the safe zone and that players do not enter the Arena without fitted facemasks/eye protection.	Safe Zone at all times to control players entering and exiting the Safe Zone.
21	Effect on equipment due to poor storage conditions	All staff and public	Markers, air bottles, compressors, facemasks, overalls, BB's and associated airsoft equipment are to be stored in a cool dry environment.	
22	Misuse of airsoft equipment	All staff and public	Markers and BB's are to be stored separately in a locked area when not being used in session. A lockable trailer is located at the arena and a lockable cupboard is located in the instructor cabin for the storage of air tanks, markers, air bottles and associated equipment.	
23	COVID-19 Infection risk	All staff and public	Strict infection control procedures to be followed at all time. Physical distancing to be maintained between members of different households during all activities, and all time spent at the centre.	Government guidance to be monitored in order to ensure procedures are update in accordance with current information

Date of review:	Serial amended:	Reviewed by:	Date of review:	Serial amended:	Reviewed by:
May 21	General Review	Girdwood	Jan 23	Review	Girdwood
Jan 22	Review	Girdwood			
July 22	Review	Le Maistre			