

Valley Adventure Centre – Risk Assessment

Risk Assessment for: Laser Combat	Assessor(s): Alex Dodds	Date: 06/01/2024
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Overview of activity/ location/ equipment/ conditions assessed:	Laser Combat activity around the obstacle course; using bunkers and/ or wooden structures for cover. The gun fires a laser beam and rifle and headband both receive to indicate hits.
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Generic or specific assessment:		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 playing Laser Combat.	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 wearing suitable clothing and footwear for the session.	
3	Young persons and vulnerable adults	All staff and public	<p>Ensure that young person's and vulnerable adults receive an induction talk and safety brief. It is vitally important that they not only listen to but fully understand the safety issues and rules of play.</p> <p>Ensure that young person's and vulnerable adults do not enter sessions where there are older or more experienced players.</p>	Young person's 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.

			<p>No person will be allowed to play unless they can demonstrate that they have fully understood the safety and game-play rules.</p> <p>Under 18's require a 'Consent Form' signed by a parent or guardian. The minimum age to play Laser Combat is 7 years old.</p> <p>All participants must read an Activity Disclaimer form, and the lead person must sign for their group.</p>	
4	Injury due to problems with health and/ or fitness	All staff and public	<p>Laser Combat can be a physically demanding activity when played at speed although it is entirely suitable to play this game without running or over exertion.</p> <p>All players should be fit enough to undertake the activity and operate within their personal limits.</p> <p>Players are advised to seek professional assistance if in doubt about the fitness level required for the activity.</p> <p>Players with current injuries or undergoing medical treatment are discouraged from playing.</p>	

5	First aid and medical requirements	All staff and public	<p>Supervising staff have a valid first aid award or have received specific training as an Appointed Person.</p> <p>First aid kits are available in the 'Command/Briefing bunker, the Tower and the Cabin. An accident reporting record is kept by the Operations Manager.</p> <p>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 medications if required.</p>	<p>It may be impractical for players to carry personal medications during game play. All personal medications should be immediately available in the 'Command/Briefing bunker' or carried by a supervisor if requested.</p> <p>Game play is stopped if personal medications are required.</p>
6	Alcohol and drug misuse	All staff and public	<p>All staff and public are particularly at risk when exposed to alcohol and/ or drug misuse.</p> <p>Members of the public who appear to be under the influence of alcohol and / or drugs will be asked to leave the site.</p>	<p>This is included in the safety brief. ALCOHOL, DRUG MISUSE AND OUTDOOR ACTIVITIES DO NOT MIX.</p>
7	Fire	All staff and public	<p>The site is 'No Smoking'. Naked flames are not allowed on-site unless as part of the 'Bushcraft' sessions at a designated fire pit.</p>	<p>In the event of a Fire or Emergency all players will be asked to escort an instructor to the Emergency Assembly Area which is located next to the</p>

			Staff are inducted and trained to respond in the event of a fire. Contact the emergency services by calling 999 or 112 from the cabin or by mobile phone. There is a mobile reception for most networks on-site.	water pumping station at the main gate entrance to Creepy Valley.
8	Staff and Public entering the game area during a session	All staff and public	<p>Ensure any gates are closed. Ensure any safety/ warning signs are in place.</p> <p>Public entering the Obstacle Course area are under no danger other than someone running into them and would politely be asked to move back onto the main track.</p>	
9	Injury due to ground and/ or weather conditions	All staff and public	<p>All staff and public are to wear suitable and supportive footwear for use outdoors and on uneven ground.</p> <p>The Arena is inspected prior to and during play. Games may go ahead in dry conditions. Heavy rain and moisture have an adverse effect on the rifle and headband system. Play can continue as long as it is not raining heavily and players are made aware of the implications of conditions underfoot; hard, icy, wet, uneven ground and the danger of wood splinters from obstacles, bunkers and</p>	<p>A dynamic risk assessment is made before and during sessions. Players are briefed on ground conditions as required. The game-play can be adjusted as conditions dictate.</p> <p>Games will be stopped if necessary. Rain showers will temporarily stop play.</p>

			wood-chippings.	
10	Injury from inadequate personal clothing and/ or footwear	All staff and public	<p>Players are advised to remove rings and jewellery.</p> <p>Players are advised to wear sturdy footwear, and long sleeves/ trousers.</p>	
11	Injury from static and mobile game equipment	All staff and public	The game 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 etc. This includes the obstacle course elements.	
12	Issue of personal game equipment	All staff and public	<p>Ensure all game equipment is clean, fits properly and conforms to safety regulations. NEVER issue any worn or defective equipment.</p> <p>Stress the importance of 'looking after equipment'.</p> <p>Adjust headbands and helmets to correct fit.</p>	
13	Injury to head, face and eyes	All staff and public	It is possible to run into twigs and branches. Players briefed to take care when moving in and out of cover and to slow down when in wooded areas.	Lower branches and twigs below head height are trimmed or removed, boundary signs are in place to stop players leaving the game area.
14	Injury through damaged or equipment	All staff and public	Rifles, headbands and helmets are inspected and fitted by instructors. Damaged or faulty equipment is withdrawn, repaired or replaced during game play.	

			Headbands are attached to decommissioned helmets – these are NOT PPE as they have been retired, however can be used to hold the headband.	
15	Effect on equipment due to poor storage conditions	All staff and public	Laser Combat equipment is to be stored in a cool dry environment.	
16	Misuse of equipment	All staff and public	The laser combat equipment is to be stored correctly and not removed other than on authorised training or sessions.	
17	COVID-19 Infection risk	All staff and public	<p>Strict infection control procedures to be followed at all time.</p> <p>Physical distancing to be maintained between members of different households during all activities, and all time spent at the centre.</p>	<p>Government guidance to be monitored in order to ensure procedures are update in accordance with current information.</p> <p>The Infection Control Policy should be used as reference.</p>

Date of review:	Serial amended:	Reviewed by:	Date of review:	Serial amended:	Reviewed by:
Jan 18	N/A	Wade			
April 18	Review	Colin			
Feb 19	Review	Colin			
Jan 2020	3,10,12,14	Colin			
May 2020	Review & 17	Colin			
May 2021	General Review	Girdwood			
Jan 2022	Review	Girdwood			
Jan 2023	Review	Girdwood			