FIRST CLASS LEISURE - RISK ASSESSMENT

DESCRIPTION OF ACTIVITY / EQUIPMENT INFLATABLE VELCRO DARTS

HAZARD	EXISTING CONTROL	HARM	WHO/WHAT	RISK	FURTHER CONTROLS TO	RISK
	MEASURES	(1-5)	MAY BE HARMED	(1-5)	REDUCE RISK	Check Y/N
Over enthusiastic participants	Adult supervision at all times	1	Participants, supervisors and staff	1	Check and identify participants who are over enthusiastic and give warning about safety or stop them using the equipment	
User Safety. Spectators and other participants	Adult supervision at all times. Participants with any of the conditions listed use equipment at their own risk.	1	Participants, supervisors and staff	1	Check and ensure no participant who suffers from back/neck/heart problems or is suffering from any side effects of drugs/alcohol/medical conditions. All Users should be aware of their own physical ability. Users to be instructed to queue behind or at the side of the person playing.	
Injury From throwing the velcro darts. Injury caused by velcro darts falling onto head, face or eyes.	Adult/Hirer supervision at all times. Hirer to Instruct all supervisors, staff	1	Participants, supervisors and staff	2	Users must be wearing suitable clothing and shoes for the activity. Participants should only collect Velcro darts when all the velcro darts have been thrown and must take the velcro darts from the dart board first before picking up fallen darts from the ground.	
Inflating/Deflating equipment when turning power supply on and off	and participants before use.	2		2	Keep all persons away from the equipment when the inflatable game is switched off/on. The Inflatable will flop forwards or backwards without the electric power supply.	
Inflatable Structure		5		5	Inflatable must never be used as a jumping inflatable.	
Injury to spectators and other participants	Adult supervision at all times	1	Participants, supervisors and staff	1	Before use hirer/supervisor/operator must inform participants that they must always stand a safe distance away. No person should be standing/seated by the dartboard when game is in play.	
Unruly Behaviour	Adult supervision at all times	1	Participants, supervisors and staff	1	Refusal to abide by operators rules/guidance will result in participants being refused play or possible game stopped completely	
Electrical Equipment & Cables	Hirer check, Customer Check and Adult supervision at all times		Operator, Participants, Supervisors	Power point should be no more than 25m distance from the equipmen All electrical cables to be taken around the walls/sides of the venue o covered where required and over walkways etc. All cables tested for wear and PAT tested. Keep participants well away from cables/electrics. THE ABOVE INFORMATION IS BASED ON MAUFACTURERS CRITERIA A		enue or