



Riverside Activity Zone
Activity Risk Assessment for Schools & Youth Groups



Hazards Identified	How might people be harmed	Control Measures in Place	Probable Likelihood Rating	Probable Severity Rating	Risk Rating Number
General					
Slips and Trips	Bruising/ breaks including muscular/skeletal, crushing, impact	All floor areas are appropriate for the areas in use and in good condition. They are subject to a daily facility checks and defects reported through the defects reporting process. There are no obvious sharp edges. All change in floor height (door thresholds) into and out of the kitchen are highlighted with appropriate edging (Red for the lane steps) and signed as well as the height change in the seating area. Chairs and tables to be set back from edge to avoid any chairs toppling over edge in seating area A ramp is available to assist wheelchair users access to the 2 steps to the bowling lanes.	1	3	3
		The floors are deep cleaned 3 times per week by contract cleaners and checked daily by staff members as part of the centres cleaning and opening regime. This is completed either before the facility opens to customers or when the centre is closed. Spot checking and reactive cleaning throughout the day is also carried out.	1	2	2
		All the walls are in good condition in respect to Stability and damage. This is checked on a daily basis as part of the Facility Check.	1	3	3
Low window cills on windows in main entrance stairwell, Hitting someone by opening door onto someone	Cuts, falls, crushing, impact injuries, death, Bruising, impact injuries	Windows in the main public areas are all at high level. Windows in the stairwell and in the office are 650mm from the ground. Unable to tell if glass is toughened (window cills below 800mm must be toughened glass). All doors are fitted with viewing panels so you can see any obstructions on the other side.	1	3	3
Impact through falling ceilings/ equipment	Impact/ crushing injuries	The ceiling through the centre is in good condition. This is checked as part of Daily Facility Check. The ceilings are all at a reasonable heights for all activities taking part throughout the centre so there is no risk of impact from normal operation.	1	3	3
Heat exposure	Stress, head ache, collapse	The centre is fitted with an A/C and fresh air ducting system within the customer facing areas. There are windows with portable fans within the staffing areas to keep cool.	1	2	2
Lack of Training	Cut, bruises, slips, trips, falls, crush/impact injury	During normal operation, staff will be carrying out tasks such as putting up/taking down the lane bumpers, carrying bowling balls from the returns to racking and or setting up and take down of the wheel chair ramp. This is shown within the SOP and all staff read and get signed off as competent against this.	2	3	6

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10-Pin Bowling Activity					
Slips and trips	Slipping on approach to and on lanes injuries include potential bruising, breaks	The lane approach and the bowling lanes themselves are deisnged to have a slippier surface to aid with the bowling technique as well as the balls going down the lanes. The lanes are oiled once a week, using a lane ol machine. There is a warning sign stencilled at the end of the approach at the start of the lanes, this warns customers that beyond this are it will be slippery. Staff are trained not to walk down the lanes and to use the ball return channel housing to avoid slipping and oil tranfer to the approach and the rest of the building.	2	3	6
	Tripping up or down steps onto bowling lanes injuries include potential bruising, breaks	The seating on the bowling lanes is set as far forward in the waiting area to reduce the risk of people falling down the steps. To aid with this there is a change in colour at each level. As well as that, the edging of the seating and steps are highlighted in a different so that they stand out.	2	3	6
Entrapment in ball return mechanism	Crush injuries to hand	Customers are told at POS to not put their hands within the ball returns and there is signage on the ball retruns to confirm this. There is a member of staff observing the lanes as a further control measure to ensure this is followed.	2	3	6
Glo-Golf Activity					
Electrical equipment	Electricution	All of the equipment is connected to RCD protected supplies which are inspected every 5 years as part of the Fixed Electrical Inspection Certificate.	Last fixed wire inspection was 2nd June 2022	1	4
Person being hit by another golfer with putter	Brusing/ impact injury	To ensure safety of all users and staff, there are Rules of play displayed on the entry door and staff explain to customer at POS. The course is coverd by CCTV to monitor the behaviour of participants. There is adequate first aid provision including trained staff on duty.	0	1	3
Tripping over raised platforms	Tripping, Brusing/ impact injury	Each hole has UV Highlighted edges with adequate UV lighting around the course. These are checked on a daily basis as part of the Daily Facility Check.	0	1	2
Being hit by golf ball	Brusing/ impact injury	The golf balls used are low bounce balls to reduce the risk of the bouncing off any features. There are rules of play displayed on the entry door and staff explain to customer at POS. The final hole (were more power is needed to go up the incline) has a retaining net and a perspex back to reduce wall damage). The course is coverd by CCTV to monitor the behaviour of participants. There is adequate first aid provision including trained staff on duty.	0	1	3
Power failure	Tripping, failure to find fire exits	In the event of a power failure there are Emergency lighting within the course along with signs above the emergency doors (some being photolumescent). Emergency lighting is tested on a rolling monthyl basis and is drained down annually. There are Break glass bolt on fire door to stairwell is photolumescent.	0	1	3

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Augmented Reality Darts Activity					
Electrical equipment	Electricution	All of the equipment is connected to RCD protected supplies which are inspected every 5 years as part of the Fixed Electrical Inspection Certificate.	1	4	4
Injury from Darts	Cuts and Darts being embedded	Half height walls have been erected as barriers to stop bystanders walking across the path of the darts. All children must be directly supervised in this area.	1	3	3
0	0	While not participating players should stand behind the oche. Groups will be limited to 8 persons to avoid overcrowding in the area.	1	2	2
Defective Equipment	Broken or Defective equipment	All equipment is inspected by VLL staff for each booking. Defects will be reported & equipment removed from circulation.	1	3	3
Laser Tag - General Area					
Slips and Trips	Bruising/ breaks including muscular/skeletal, crushing, impact injuries	All floor areas are appropriate for the areas in use and in good condition. The are subject to a daily facility checks and defects reported through the defects reporting process. There are no changes in in height in either the arena or the non activity area. Floor in the laser tag arena is rubber tiles that are appropriate for the activity. The non activity area is a epoxy painted finish.	1	3	3
		The floors are deep cleaned 3 times per week by contract cleaners and checked daily by staff members as part of the centres cleaning and opening regime. This is completed either before the facility opens to customers or when the centre is closed. Spot checking and reactive cleaning thought-out the day is also carried out.	1	3	3
		All the walls are in good condition in respect to Stability and damage. This is checked on a daily basis as part of the Facility Check.			0
Low window cills on windows in main entrance stairwell, Hitting someone by opening door onto someone	Cuts, falls, crushing, impact injuries, death, Bruising, impact injuries	The windows in the non activity area will need to have protective bracing put in place as they are under the required 800mm height. They measure 700mm. The windows in the laser tag arena are boarded up and not accessible. The doors that will be open by the general public have vision panels inserted into them.	1	3	3
Impact through falling ceilings/ equipment	Impact/ crushing injuries	The ceiling through the centre is in good condition. This is checked as part of Daily Facility Check. The ceilings are all at a reasonable heights for all activities taking part throughout the centre so there is no risk of impact from normal operation.			0
Heat exposure	Stress, head ache, collapse	The centre is fitted with an A/C and fresh air ducting system within the customer facing areas. Air temperature and quality will be controlled by the BMS system.			0
Lack of Training	Cut, bruises, slips, trips, falls, crush/impact injury	Staff will be trained against out NOP which sets out the way in which we will operate safely the activity and non activity arena. Staff will have signed of against core competencies and provided evidence of understanding. Each staff member working in the arena will have to able to check in customer, book in walk in customers, deliver briefings and marshal the games.	2	3	6

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Laser Tag - Activity					
Slips and trips	Bruising/ breaks including muscular/skeletal, crushing, impact injurie	The flooring is all on one level. The floor is rubber matting to reduce the chances of slips and trips. The area is inspected prior to opening each day and recoded on the facility check. No running, climbing or crawling is allowed in the arena. No food or drink to be consumed in the arena, reieiffing or vesting room. The floor is cleaned on regular basis. The arena is temperature controlled via the BMS system to ensure constant conditions for optimal playing conditions. Rules of play are on display in the non activity area and in the briefing room. Each player must attend a briefing video which states the rules of play			0
Darkness leading to Collison with other players or the structure of the arena. Evacuating from the arena in the event of an arena.	Cut, bruises, slips, trips, falls, crush/impact injury	The arena a is lower level of lighting, primarily in normal play will be under Ultra violet lights. The arenas is themed using high reflective UV paint. This iluminated walls and help identifies edges of walls. Anyone that is visually impaired and feel unable to participate safely should stop playing and speak to a member of staff.	2	3	6
Inadequate Supervision of players in the laser tag arena	Bruising/ breaks including muscular/skeletal, crushing, impact injuries	The games are supervised by a staff member. They will have a tablet showing players that are dropping or hitting the gun. The customer will be warned through he equipment twice, on the third occasion they will be forced to see a member of staff to get their equipment reactivated. If this happens again after being reset they will have point deduction made to try and stop them misusing the equipment again. There is a minimum height restriction of players, that being 1.1m tall. We recommend that under 8's are accompanys by a playing adult in the arena.			0
Players not being the Minimum height requirement to play within the arena	Slips trips and falls. Faulty equipment	No players under 1.1m tall will be allowed to play in the arena. This is because the laser tag packs should not be dragged along the floor and for customer comfort as well. There will be a measurement mark on the wall confirming if they meet the 1.1m height required. This will be checked by the staff member			
Inappropriate behaviour of customer to staff members or other players	Staff or customers feeling threatened and intimidated.	The games are supervised by a staff member. They will have a tablet showing players that are dropping or hitting the gun. The customer will be warned through he equipment twice, on the third occasion they will be forced to see a member of staff to get their equipment reactivated. If this happens again after being reset they will have point deduction made to try and stop them misusing the equipment again. A staff member will be supervising the games to ensure players are following the rules. In the vent of deliberate contact being made between players (physically or using by using a gun) will b asked to leave the arena immediately. If they are found to breaking any other rules they will be warned. Further infringements will result in them being asked to leave the game. The staff will not tolerate abusive or aggressive behaviour. any customer displaying this type of behaviour will be asked to leave the premises.			
Collison's within the laser tag arena and confusion caused by the maze layout of the arena	Cut, bruises, slips, trips, falls, crush/impact injury	The arena is a strictly no running area, this will reduce the likelihood of collisions. The arena is lit sufficiently to avoid as a far as possible collisions with the structure. The rules of play are in the briefing and also displayed within the centre. The games are supervised by staff member to enforce the rules. There are in the vent of a Collison first aid trained staff on site. Confusion will be reduced by the design of arena, there is a clear central a point and each base is also distinguishable. Arrows assist within the design to get people back to the briefing room.			
incorrect Foot ware being worn whilst playing that could lead to slips trips and falls	Bruising/ breaks including muscular/skeletal, crushing, impact injurie	Only suitable foot ware will be allowed. High heels, wedges heeties, or flip flops will not be allowed. There is no admission for general public sessions of in barefoot.			

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Heat exhaustion caused by playing lase tag within the arena	Fainting/ dizziness and nausea	The area is temperature controlled to ensure comfortable palting conditions are created and maintained. There is also ventilation and fresh air supply in the arena. This will automatically be controlled the pre set Building management system.			
Faulty equipment leading to injury	Minor eclectic shocks and cuts	The packs use low voltage batteries and components and batteries are within the pack. The chance of electric shock is very minimal. All packs are inspected prior to opening. The Packs also go through a maintained cycle on weekly basis. Any defective packs are are taken out of action immediately, we have two spare packs.			
Hanging cables with the potential to cause harm	Trips and strangulation	All cables are secured to the ceiling. The only cables that reach from the ceiling to the top of an arena wall are the beacons/ targets or guardians. These are secured at 8 foot. In the event of cable becoming loose the staff member is to contact the manager on shift immediately.			
Liquid spillages on the floor of the arena.	Bruising/ breaks including muscular/skeletal, crushing, impact injurie	no drinks or food allowed in the arena. The staff member performing the briefing and supervising the sessions will enforce this rule. The no drinking or eating in the arena is displayed in the the centre under rules of play.			
Misuse of Equipment leading to faulty or dangerous equipment thoughtheexposure of batteries and electrical parts	Minor electric shocks and cuts	The games are supervised by a staff member. They will have a tablet showing players that are dropping or hitting the gun. The customer will be warned through he equipment twice, on the third occasion they will be forced to see a member of staff to get their equipment reactivated. If this happens again after being reset they will have point deduction made to try and stop them misusing the equipment again. A staff member will be supervising the games to ensure players are following the rules. In the vent of deliberate contact being made between players (physically or using by using a gun) will b asked to leave the arena immediately.			
People with Epilepsy suffering an epileptic fit due to participating in laser tag	Epileptic fits	People with epilepsy are able to participate at their own risk. If they are unsure they are to seek professional advice prior to attending and we can assist with answering any specific questions. The arena has no strobe lights and the frequency of the light flashing on the gun and pack is not within the range known to trigger an epileptic fit.			
People with Pacemakers experiencing intefrance due to the wearing of the laser tag pack	Heart rhythm problems (Arrhythmia)	People with pacemakers should not experience issues caused by the earing of the pack. The packs are low voltage and should not interfere with a pacemaker. If the person is concerned then they should not participate.			
Customer who are pregnant participating in laser tag	Bruising/ breaks including muscular/skeletal, crushing, impact injurie	Pregnant people can participate at their own risk. La though every effort will be made to ensure people do comply with the rules of play, we can not guarantee that other people wont collide / run / or make physical contact with other players. It is the fore deemed acceptable that pregnant people can participate at their own risk.			
Harmful impact of the Lasers / Infa red beams used within the laser tag guns	thermal and photochemical damage to the eyes	The lasers are Class 2m these are considered safe for normal operation. Class 2 lasers' output power is below 1 milliwatt. All Class 2 lasers emit visible light only. A Class 2 laser is relatively weak. It normally would not harm an eye unless a person deliberately stared into the beam. Laser protective eyewear is normally not necessary. A Class 2 laser is not a skin or materials burn hazard. Class 2 visible-light lasers are considered safe for unintentional eye exposure, because a person will normally turn away or blink to avoid the bright light. Do NOT deliberately stare into the beam -- this can cause injury to the retina in the back of the eye. Be aware of beam reflections off glass and shiny surfaces. Depending on the surface, the reflected beam could be about as strong and as focused as a direct beam. It is therefore not a requirement to wear eye protection when playing a game. Players will be advised to stare directly into the laser light o their own gun. Infa red beams are not known to cause any harm.			
Disabled and those with special needs participating in laser tag	Bruising/ breaks including muscular/skeletal, crushing, impact injurie	Disabled customers or those with special needs can use the laser tag arena. To play they will need to be able to wear the pack and shoot the gun. The gun can be put in one handed mode to assist those in electric wheelchairs. Those in non assisted wheelchairs that are in general public session will need a person to Manapouri them around the arena. The arena has been designed to allow wheelchair access throughout. Numbers of users will be reduced for wheelchair specific events. This due to the ability to evacuate in the event of an emergency.			
People's Personal property		personal property will not b permitted into the briefing vesting or laser tag arena. Nay personal property will be left at their own risk.			