

# Lazer Tag

## Operating Policy

**Last Revised On:** 03.01.2019  
**Qualification:** Trained and assessed externally by in2action.

### Location and Site Specification

- A designated suitable area with only fixed barriers in place, no moveable barriers, hazards or obstructions.

### Equipment

- All equipment must be uniquely coded and safety inspections need to be carried out and logged on a monthly basis.
- Suitable equipment specific to the games being played must be used (Blasters, cones, flags).
- Blasters to be programmed weekly by a trained member of staff.

### Pre Activity:

- Ensure area to be used is appropriate and free of hazards.
- Session must be set up in accordance with training given. If music/smoke etc is unavailable, area should be decorated to look more appealing to participants.
- Equipment must be checked to ensure it is in good working order.
- A first aid kit should be in the vicinity of the activity.
- A sign must be clearly displayed showing that Lazer Tag is in progress on entrances to the arena.

### During Activity:

- Participants checked to ensure they have removed jewellery and objects from pockets.
- A warm up must take place prior to the activity starting.
- A safety area must be explained to all people present.
- The staff member must give a safety brief to all participants, to include:
  - Showing a safe waiting area
  - Demonstrate correct and safe use of the blasters to include:
    - Blaster must be held in two hands at all times
    - The position of the sensors on the blasters
    - The sensors cannot be hidden during the games
    - How to fire the blaster
    - How the scoring works on the blaster and where it is displayed
    - The different commands the blaster will give you during the game
    - The how the blasters are activated
  - To be aware of participants around you while in the area
  - To walk not run during active games and when obstacles/barriers are present
  - If at any point a participant needs assistance with their blaster or would like to stop playing at any point, they must hold their blaster above their head and walk towards the safe waiting area
  - At the end of a game, the participants must return to the safe waiting area.
  - If you are waiting for your turn, you must remain in the safe waiting area.
- The staff member must clearly explain each game and any additional safety rules that go with this.
- The staff member must remain vigilant and ensure participants are complying with safety rules both during the games and while not playing.
- Competitions must be relative to the groups/individuals age and ability.
- The staff member must monitor the equipment throughout to ensure it is functioning correctly.

### Post Activity:

- All blasters must be collected, counted, checked and stored in a suitable place.
- All blasters must be placed on charge after each session.

- The arena should be made safe and signs removed
- The arena should be left tidy and ready for the next session
- The equipment must be safety checked and secured in a safe place.