

Nerf Challenge

Generic Risk Assessment



Hazard	Risk	Who is Affected?	Action Taken	Risk After			Risk Rating
				S	L	T	
Faulty Equipment	Injury due to equipment breaking and harming participant e.g. bruises, cuts and abrasions	Team	<ul style="list-style-type: none"> All equipment should be checked by the staff member prior to and during the session. Recorded safety checks should be carried out on at least a monthly basis 	2	1	2	Low
Equipment	Misuse of equipment leading to injuries due to being hit e.g. bruises, cuts and abrasions	Team	<ul style="list-style-type: none"> Brief participants on the correct usage of the equipment. Remain vigilant to ensure participants are using equipment as briefed. Participants to be adequately spaced out before using equipment. 	2	1	2	Low
Activity equipment	Collisions causing bruises, cuts & abrasion	Team	<ul style="list-style-type: none"> Any equipment not in use should be removed from the activity area. Make participants aware of any barriers in the area. 	2	1	2	Low
Participants	Collisions with other participants causing concussion, bruises or abrasions	Participants	<ul style="list-style-type: none"> Ensure participants are spaced apart when activity takes place. Ensure there is good participant control during the session. Brief participants to walk when there are barriers present and at night. 	3	1	3	Low
Surfaces	Hard, uneven or slippery surfaces causing slips, trips and falls	Team	<ul style="list-style-type: none"> Area checked for hazards before session. Participants checked to ensure they are wearing suitable footwear. 	3	1	3	Low

Jewellery/Objects in Pockets	Entrapment/ collisions causing cuts, bruises and abrasions	Participants	<ul style="list-style-type: none"> Participants checked to ensure they have removed jewellery and objects from pockets. 	2	1	2	Low
Over-exertion	Muscle strains/overheating	Participants	<ul style="list-style-type: none"> Ensure a thorough warm-up is carried out prior to the activity starting. Ensure regular breaks are taken 	3	1	3	Low
Weather/	Risk of sunburn, heat exhaustion and dehydration; or hyperthermia during activity	Team	<ul style="list-style-type: none"> Ensure regular water breaks are taken. If it is hot, ensure participants wear sun cream and hats and there is a shaded area available. If it is cold, ensure participants are wearing suitable clothing to keep warm. 	3	1	3	Low
Insufficient warm up	Muscle sprain or strain	Participants	<ul style="list-style-type: none"> All participants must carry out a thorough and appropriate warm up prior to playing the games. 	3	1	3	Low
Lost Child	Lack of supervision leading to injuries	Participants	<ul style="list-style-type: none"> Participants to be given a safety brief before setting off on 'walkabouts', where applicable. Carry out regular head counts based on the bookings and remain vigilant at all times. 	3	1	3	Low
Nerf Bullets	Misuse of Blaster and Bullet leading to injury	Participants	<ul style="list-style-type: none"> Brief participants that they must wear their goggles at all times during the activity Check goggles are fitted correctly and remain vigilant Brief participants that they must not point their Blasters at others' faces Remain vigilant and ensure participants are following safety rules 	3	2	6	Low