

RISK ASSESSMENTS - LASER QUEST NEWCASTLE UNDER LYME

Date of Assessment: 15TH SEPTEMBER 2015
 Company Name: T.T. LEISURE LIMITED
 Site: LASER QUEST - NEWCASTLE UNDER LYME
 Responsible Person: NATHAN NICKS
 Risk Assessor: PETER ENNALS

Last Review Date: 15TH SEPTEMBER 2022
 Reviewed by: Phillip Coverly, General Manager

Next Review Date: 15TH SEPTEMBER 2023
 (Or if it no longer valid, or there has been a change)

RISK ASSESSMENT OF: LASER QUEST

Risk	Likelihood of Accident occurring 1=low; 5=high	Severity of Accident 1=low; 5=high	Preventative controls actioned
Person tripping /slipping on approach corridor to Laser Quest.	1	1	Clearly lit corridor clear of hazards. Regular checks for spillages
Spills / slips on floor in LQ areas	2	1	Regular Monitoring of area by staff. Performing quick and thorough clean up of spills No food or drink to be taken into Air Lock or Arena Ramps and floor surfaces tested, daily on pre-opening and weekly, through weekly safety checks
Collisions between players during games	3	2	Strictly enforce LQ safety rules described in the kit up talk and ensure staff deliver to ALL customers. Marshall game report sign off to monitor kit up talks are being given A Marshal assigned to every game to ensure rules are not broken and players are verbally warned and possibly are removed from the game, should rules be broken.
Players hurting themselves on scenery/ structures	1	2	Edges of wooden structures painted with fluorescent paint to ensure good visibility. Structures that are positioned in such a way that they could cause injury are lagged with foaming to soften any impact. Regular checks of arena scenery to ensure that any holes and possible damage are quickly identified and fixed. Ensure adequate lighting is in place by checking bulbs regularly. Ensure UV bulbs are in place in the areas that are painted fluorescently so area is well illuminated. Include the 'no climbing or leaning on scenery' rule in the kit up talk

RISK ASSESSMENT OF:

LASER QUEST

Risk	Likelihood of Accident occurring 1=low; 5=high	Severity of Accident 1=low; 5=high	Preventative controls actioned
Arena lighting: Players burning themselves/ hurting themselves	1	3	Ensure all wiring has been checked by a qualified electrician; visually check and record annually (This will reduce the chance of anyone electrocuting themselves if they were to touch or tamper with any of the light.) Ensure that all the lights are positioned and sockets positioned well above head height.
Pack shock/ electrical problems	1	2	Maintain all Laser Quest packs to proper levels of safety. Work to be effected by Competently trained personnel only
Risk of injury to Marshalls from collision with players	2	2	Ensure Marshall's are trained to be aware of risk of being struck by competitors or their equipment Marshalls to be told to keep at least 1meter away from competitors whilst in the arena, Marshalls to wear high visibility jackets whilst supervising games in the arena Players to be warned about risk of collision through kit-up talk.
Risk of injury from fall down stairs / ramps	2	2	Ensure stairs adequately lit, stair nosings painted with UV light, caution signs on walls, and re-inforcement by Marshall announcement.
Risk of fire: Smoke machine left on	2	3	Control in place through daily departmental open and close checks, to ensure machine always kept topped up with fluid, and switched off at end of shift. Checks re-inforced on Duty Manager Open and closing checklist.
Electrocution from portable applicances - smoke machine, sound system etc	1	3	Regular visual checks Annual PA testing by competent person