



# Nerf Battle

## 15<sup>th</sup> August 2023

### Event Risk Assessment

<b>Event Organiser</b>	PCCs Christ Church and St. Peter’s Church	<b>Risk Assessor:</b>	Kat Jenkins
<b>Team Members:</b>		<b>Date of Assessment:</b>	8 <sup>th</sup> August 2023
<b>Team Lead:</b>	Kat Jenkins	<b>Date of Review:</b>	
<b>Maximum Capacity</b>	40 Participants		
<b>Approved by and Date:</b>			

HAZARD	PERSONS AT RISK	CONTROL MEASURES IN PLACE	SEVERITY OF RISK Low/Medium/High	FURTHER ACTION NEEDED
Inappropriate use of equipment	All	Those using a piece of equipment to be shown how to use it correctly prior to use. Those using an item incorrectly will be given further instruction and made aware of the consequences of it’s improper usage.	Low	Team to monitor young people’s use of equipment and to encourage responsible use.
Age Inappropriate Activity	Participants	Age restriction of 10-18 placed on the event.  Tickets are pre-booked and those aged under 10 will not be permitted to attend.	Low	All under 18 will need a parental consent form prior to attending and parents will be asked to confirm their child’s age at the time of the event.
Slips, Trips and Falls.	ALL	First Aid trained person will be on site throughout the event and first aid box checked prior to the event and restocked if necessary. Bower Room to be used as Medical Room, all accidents will be recorded in accident book.	Medium	Accident book to be readily available.  Adequate Volunteers needed to supervise

		Mobile phones on hand to call emergency services if needed.		Mop to be used to wipe floor if any spillages from refreshments and wet floor signs utilised.
Collision with another person / furniture	Participants	<p>Young people told to be aware of space around them and where the activity area is, including areas to avoid.</p> <p>All unnecessary furniture to be removed prior to the event</p> <p>Sessions to be capped at 20, with group split roughly by age</p>	Medium	<p>Warning given in relation to carpeted area, the font, piano and computer area.</p> <p>As much of the church furniture to be placed on 'top step' behind table. White boards placed in front to cordon off.</p> <p>Glass door to remain shut during games, with stair gate to side door.</p>
Poor or inappropriate behaviour	ALL	<p>Ticketed event maximum 40 young people. All inappropriate behaviour will be dealt with at the time by the Team Lead with volunteers to support if necessary.</p> <p><b>Over 18</b> participants will be asked to leave. If <b>under 18</b>, participants' parents/guardians will be asked to collect and participant removed from activity area and supervised 1:1 whilst they wait for collection.</p>	Medium	<p>Adequate supervision with a ratio of 1:10</p> <p>All volunteers aware of their responsibilities All those under 18 will need to complete a parental consent form prior to admittance.</p> <p>Parents of under 13s to be present on site with refreshments in Bower Room available.</p>
Overcrowding	Participants	<p>Numbers to be limited to max. 40 participants, split into 2 groups to minimise crowding during nerf games</p> <p>Those not involved in activities to wait in Bower room</p>	Low	<p>Alternative activity for those not playing nerf games</p> <p>Ant will provide and run Axe throwing outside</p>
Getting hit by equipment	Participants and activity leads	Area of game play to be clearly identified before activity and communicated to all.	Medium	Activity to stop if activity leader feels it is unsafe in any way.

		Participants to be supervised at all times. Participants to be clearly instructed as to the safe use of equipment		
Food Safety	ALL	All food to be pre-packaged during the event and stored according to manufacturers instructions  All hot drinks to be served by adults familiar with equipment	Medium	Kat to ensure that all food is within date printed on items  Kat to ensure all kitchen equipment is in good working order prior to the event and that any relevant allergies from the consent forms are passed onto the volunteers responsible for catering.
Moving furniture	Leaders/Volunteers	Care should be taken when moving tables, chairs and other items, including heavy and bulky items, to prevent injury.	Medium	Where necessary, items to be moved by 2 people.
Physical Hazards present at site entrance e.g. fallen trees.	ALL	Site inspection prior to the start of each session  Ensure adequate lighting is available for exiting the building.	Low	Ensure site entrance and exist is clear and unobstructed.  Ensure adequate lighting
Accidental damage to building	All	Light very fragile and could break if hit by nerf bullet and allowed to swing.	High	Protective netting to be installed to stop stray bullets getting close to lights
Fire	ALL	Fire suppression available within the building, fire blanket in the kitchen and extinguishes in the hallway.	Low	Fire Assembly point on the grass area next to the litch gate. Team Leader to ensure all participants and volunteers are accounted for and liaise with fire services.
Mix of younger and older youth along with parents/younger siblings	Participants under 18	Vigilance will be required at all times to ensure the safety of all youth under 18 especially in the areas between the main hall and the toilets.  Bower room to be used as a space for accompanying adults/families to wait.	Medium	All under 18s to have a parental consent form prior to the event which includes medical information and parental contacts. This will also include pick up arrangements.

		<p>Kitchen out of bounds accept for designated volunteers</p> <p>Groups to be split by approximate age, with one group in nerf and other axe throwing. Groups to swap over at break.</p>		<p>Only participants to be allowed in activity spaces.</p> <p>Team Lead to supervise pick up</p> <p>Level of supervision required 1:10</p>
<p>Non- safely recruited Activity providers on site</p>	<p>Participants and younger siblings under 18</p>	<p>Activity providers to be supervised by a member of the team at all times and that they have no responsibility for supervising young people.</p> <p>Contact details of providers kept for future reference</p>	<p>medium</p>	<p>Kat to insure that appropriate risk assessments and insurance is held by providers and that they are aware of any safety arrangements in place.</p> <p>Activity providers risk assessment attached</p>
<p>Parents/other guests and volunteers getting hit during games</p>	<p>Participants and younger siblings under 18 and volunteers not involved directly in games</p>	<p>Spectators etc. to wait in Bower room away from game play</p>	<p>Low</p>	<p>Volunteers not involved in game play to provide hospitality to those waiting</p>
<p>Scolds/burns from hot drinks/coffee maker</p>	<p>All</p>	<p>Drinks to be served via hatch into Bower room to prevent too much moving about with hot liquids.</p> <p>Mugs should not be overfilled</p> <p>First aid equipment available in kitchen</p>	<p>Medium</p>	<p>Volunteers to be aware of how to use equipment correctly.</p>

# NERF COMMANDER WARS

## Risk Assessment

Party2Party.co.uk – 29 Chapter Drive, Kimberley, NG16 2QD – 11/04/2019

What are the hazards?	Who might be harmed and how?	Likelihood: 1.) not likely 2.) likely 3.) very likely	Level of harm: 1.) minor injury 2.) moderate injury 3.) serious injury	Action that will be taken to prevent this hazard?	Responsible person who will make sure that action is taken?
Foam Darts	Children / Adults playing – facial injury	2	2	1.) Goggles must be worn at all times while gaming. 2.) No other spectators or users permitted in the gaming zone. 3.) All players must not aim at the head nor are they allowed to fire at point blank range.	Referee in Charge
Slipping	Children and adults play by running around in gaming zone	2	2	All players to wear appropriate footwear at all times.	Referee in Charge
Colliding with other players	Children and adults playing by not looking where they are going	2	2	1.) All players to be aware of their surroundings. 2.) All players to remember this is not a contact sport.	Referee in Charge
Chocking Hazard	Players chocking on foam darts	1	2	All players not to insert darts into their mouths	Referee in Charge
Venue – room – obstacles belonging to venue around the hall / room	Players not looking where they are running and tripping, colliding or falling into these obstacles such as chairs, radiators, tables etc.	1	2	It is the responsibility of the person hiring Nerf Wars to ensure the hall/room is clear from any obstacles such as (but not limited to) chairs, tables and anything else	Person who made the booking

Eof.