

# **Risk Assessment - LaserStorm**

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Risks	Who might be harmed	Control	Monitoring System	Risk Level
Laser Guns – guns being thrown/dropped	Public (Laser Storm players)	Laser Storm Briefing before game starts - how to use the guns	Laser staff supervising laser games. Regular maintenance checks on guns	Low
Lighting in Laser Storm arena : UV Lights, Strobe Lights	Laser storm players	Laser storm briefing.  Strobe lights can be switched off White light can be switched on if preferred	Laser Staff supervising games	Low
Walls/Slopes/Ramps – players slipping/bumping	Laser storm players	Laser storm briefing – no running, no crouching, no physical contact	Regular checks in the arena	Low
Collisions between players during Laser games	Laser storm players	Laser storm briefing	A member of staff will be assigned to supervise games to ensure rules are not broken.	Low
Orbitors – More than 1 person on 1 orbiter at a time  Public walking in the orbiter area whilst orbiter is in action	Public	Only one seat is available on an orbiter.  Warning signs	Regular checks from a member of staff	Low
Climbing wall – customers falling off.	Public	Padding below the climbing wall  Not a high climbing wall	Daily opening checks to make sure all is ok.	Low
Arcade machine plug sockets	Public	Machines placed so that plug sockets are not on show.  All wires are out of reach.	Regular checks on all machines.	Low
Spillages – public slipping	Public	Spillages cleaned/mopped up as quickly as possible  Wet floor signs put up if there are any spillages	Regular checks around building for any spillages  No food or drink to be taken into the laser storm arena	Low

Toilets –Broken facilities, wet floor	Public	Out of order sign if any broken facilities cannot get fixed that day.  Wet floor signs	Regular checks throughout the day	Low
Bins – Over flowing bins	Public	Bins changed before they overflow	Checks on bins throughout the day	Low