

# Laserquest Swindon – Action activity gaming

## **Hazards**

The significant hazards associated with this activity are:

- Slips
- Trips
- Bumps
- Falls

## **Visits by Enforcing Authorities**

The following visits have been made by representatives from the Enforcing Authorities, being:

### **Local Authority – Environmental Health Department:**

Representatives of this Enforcing Authority made a visit to these premises in October 2003

### **Fire Authority:**

The Fire Officer of the Local Authority made a visit to these premises in February 2003

### **Police:**

Representatives of the police do visit the premises from time to time to ensure compliance with the respective licensing agreements/arrangements.

## General Compliance and Risk Assessment Reports

### Arena :-

The risks inherent in this process are assessed as **LOW** provided that the control measures detailed in this assessment are implemented and maintained.

<i>No</i>	<i>Suitable and Sufficient Controls In Place</i>	<i>Yes, No</i>	<i>Severity x Likelihood</i>	<i>Actions to Maintain Controls</i>
1	The floor surfaces are free from holes and significant defects that may affect peoples walking areas in the arena	Yes	H2 x L2	Checks weekly + Marshal inspecting
2	Defective or damaged equipment is removed to a quarantine area and not used until it has been repaired. (e.g. Arena boards, barrels, etc)	Yes	H2 x L2	Daily checks before opening to customers
3	There is adequate lighting in the arena to be able to play the game and should allow people to move around safely.	Yes	H2 x L1	Lighting checks weekly
4	A good stand of housekeeping is maintained to avoid injury from slips trips and falls.	Yes	H1 x L2	Checked and clean weekly

RISK WEIGHTING = Hazard Severity X Likelihood of Injury Occurring

Hazard Severity

H1=Minor

H2=Serious

H3=Major

H4=Fatal

Likelihood of Injury Occurring

L1=Insignificant

L2=Low

L3=Medium

L4=High

## Reception :-

The risks inherent in this process are assessed as **LOW** provided that the control measures detailed in this assessment are implemented and maintained.

<i>No</i>	<i>Suitable and Sufficient Controls In Place</i>	<i>Yes, No</i>	<i>Severity x Likelihood</i>	<i>Action to Maintain Controls</i>
1	Smoking is not permitted inside the building	Yes		
2	Buildings and facilities are maintained in a reasonable state of cleanliness. Refuse should be promptly moved to a designated area.	Yes	H1 x L1	Facilities and bins cleaned when needed
3	Rest facilities should be maintained in a hygienic state	Yes	H1 x L1	Cleaned daily
4	There are adequate toilets and hand washing facilities available to customers, including a supply of hot and cold, or warm, running water. There is a supply of free drinking water available to customers, separate from the hand washing facilities.	Yes		
5	All staircases are provided with a suitable handrail on at least one side.	Yes		
6	Adequate means of waste disposal are provided	Yes		
7	A good stand of housekeeping is maintained to avoid injury from slips trips and falls.	Yes	H1 x L2	Any upset drinks or liquids are cleaned away there and then

RISK WEIGHTING = Hazard Severity X Likelihood of Injury Occurring

Hazard Severity

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H2=Serious

H3=Major

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Likelihood of Injury Occurring

L1=Insignificant

L2=Low

L3=Medium

L4=High

**In Game :-**

<i>No</i>	<i>Suitable and Sufficient Controls In Place</i>	<i>Yes, No</i>	<i>Severity x Likelihood</i>	<i>Action to Maintain Controls</i>
1	An adequate number of trained first aid staff are provided.	Yes		Change of Rota if needed
2	Records are available to suitably illustrate what treatments are given by first aid staff.	Yes		
3	Safely briefing is performed at an adequate standard.	Yes		Performed by trained members of staff
4	Customers informed of where the fire exits are incase of fire.	Yes		Pointed out in briefing
5	Adequate signs displaying safely rules to customers while playing the game. (e.g. No running)	Yes		Displayed all around the arena
6	Game marshal inspecting games to avoid injury. (Slips, trips, falls etc.)	Yes	H2 x L2	Game marshal in every game and warning people if they are breaking the safely rules + removes people if rules continue to be broken.
7	Any serious injury, game is stopped to avoid other injuries.	Yes	H2 x L1	Game marshal reviews the injury, if serious then game is ended

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