

Skirmish Dorset Risk Assessment

Location: Skirmish Dorset.		Approved Outside Cleared Areas within Skirmish Dorset.		Assessment Date: 20 th Mar 2017	
				Review Date: March 2021 201	
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Hazard Identification, Risk Assessment And Risk Control					Ref No: 001							
Likelihood		Potential Severity			Risk Matrix		Risk Rating					
					Likelihood							
					Severity							
1 =	Very unlikely	1 =	Minor, first aid or minimal loss			1	2	3	4	5		
2 =	Unlikely	2 =	Minor, some damage		2	2	4	6	8	10		
3 =	Likely	3 =	'3 day reportable', substantial loss or damage		3	3	6	9	12	15	1 – 4	Low
4 =	Very Likely	4 =	Long Term, major loss		4	4	8	12	16	20	5 – 8	Medium
5 =	Almost certain	5 =	Catastrophic, Fatality, disablement		5	5	10	15	20	25	9 - 25	High / Intolerable risk

RISK ASSESSMENT No: 001 Issue: 1						Client Reference (if applicable):				
STAGE 1: Process/Activity Tasks associated with Airsoft Gaming within the Approved Outside Cleared Areas within Skirmish Dorset.										
STAGE 2: Hazard		STAGE 3: Who are the persons at risk? How may they be harmed?	STAGE 4: Current Control Measures (in place and effective)	STAGE 5: Risk			STAGE 6: Further Controls to reduce as far as reasonably practicable (For Actions see Action List).	STAGE 7: Residual Risk		
No	Description			L	S	RF		L	S	RRF
1	People being shot in the eyes/face.	Site Staff, Gamers, Visitors. Loss of sight if shot in the eye. Loss of teeth if shot in the mouth.	All Gamers must wear an approved full Face Mask at all times when in the Game Zones. As per Mandatory Safety Brief.	3	4	7	Continuous supervision of all Gamers whilst in the Game Zones to ensure the correct protection is being worn.	2	4	6
2	Accidental Gun discharge may cause injury to person not wearing safety equipment such as full face mask.	Site Staff, Gamers, Visitors. Loss of sight if shot in the eye. Loss of teeth if shot in the mouth.	All weapons to be unloaded, paint holders removed from all weapons before leaving the Game Zone and in any of the Safe Zones. As per Mandatory Safety Brief.	2	4	6	Continuous supervision of all gamers whilst in the game zones.	1	4	5
3	Upgraded weapons can cause mild injury to skin.	Site Staff, Gamers, Visitors. Swelling/blister of the skin effect.	No weapon must exceed the set muzzle velocity limits. Each weapon is to be chronographed before being allowed in the Game Zone. As per Mandatory Safety Brief.	3	2	5	Random chronograph checks during the day.	1	2	3
4	Pressurised gas canisters can be a hazard.	Site Staff, Gamers, Visitors. Prolonged exposure of skin to gas can cause injury. Swelling/blister of the skin affected.	Store gas canisters in a cool place, use gas canister carefully when refilling marker.	1	1	2				

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6	Slip, Trips and Falls.	Site Staff, Gamers, Visitors. Minor injury.	Players coming to the site must be informed to where proper footwear with ankle support and warned about the terrain they are going to play on. No one is allowed to climb trees or onto any of the provide site props. As per Mandatory Safety Brief.	3	1	4				
7	Pyrotechnics	Site Staff, Gamers, Visitors. Burn to the affected area. Choking from smoke inhalation. Loss of hearing from grenades.	Only Gamers over the age of 18 can use pyrotechnics. Only Ring Pull type can be used on site. No Smoke Grenades to be used in any structure. As per Mandatory Safety Brief	3	3	6	Continuous supervision of all Gamers whilst in the Game Zones.	2	3	5
8	Fire	Site Staff, Gamers, Visitors. Anything from a minor burn up to death.	On the discovery of a fire, you are to shout 'FIRE' and return to the 'Main Admin Area' where the Fire Brigade will be called.	2	5	7	Locate basic fire fighting equipment in the Game Zones. Continued supervision of all Gamers whilst in the Game Zones.	1	5	6