



INFLATABLES

Hazard	People at risk	Action taken	Probability	Risk Factor
The area in which the inflatable is present.	Participants	Only the service provider should move the inflatables to ensure this is set up correctly. Check area for debris that can cause harm.	Low	Low Risk
Injury due to incorrect use of Inflatables.	Participants	Children should <u>always</u> be supervised when they're on the inflatables. <i>People over the age designated by the Service Provider may not play on the equipment. Unintended use of the inflatables (e.g. using the obstacle course as a bouncy castle) is not permitted.</i>	Low	Medium Risk
Injury due to slipping/falling	Participants	A responsible adult must supervise the children and be sure their behaviour is under control. Safety mats should be present at both ends of the inflatables. <i>Only the Service Provider should move and position the equipment</i>	Medium	Low Risk
Slipping on equipment in adverse weather	Participants	The service provider should make the final call whether or not the inflatables are suitable in adverse weather. <i>The majority of inflatables should not be used in bad weather conditions.</i>	Low	Medium Risk
Injury from third party hazards	Participants	Inflatables must be set up in the space provided by the Client, with a lot of space surrounding it, with no hazards such as fire hazards (e.g. barbecues, cigarettes), seating, crowds, nearby.	Low	Medium Risk
Injury from damaged/ripped inflatables.	Participants	The inflatables are checked thoroughly for damage and defects by the Service Provider before being set up for the Client. If damage is sustained to the equipment during use, the provider is advised to stop children from using the equipment immediately.	Low	Medium Risk
Injury due to inflatables tipping over	Participants	Inflatables have weight restrictions/advisories, this should be managed by the provider to ensure that the number of children using the inflatables is restricted.	Low	Medium Risk
Injury from loose objects	Participants	All jewellery, badges, glasses, wallets, watches, shoes, etc. must be removed before playing on the inflatables.	Low	Low Risk



Choking	Participants	No gum, sweets, food, or drinks may be taken on the inflatables.	Low	High Risk
Injury due to pre-existing conditions (e.g. asthma, heart condition, etc.)	Participants	The Client and parents/guardians of the child are responsible for determining if the child is physically able to play on inflatables <i>It is advised you seek the advice of a medical professional to determine if a child with a medical condition is able to use the inflatables.</i>	Low	High Risk
Injury caused by over enthusiastic participant (pushing, shoving, etc.)	Participants	A responsible adult must supervise the children and be sure their behaviour is under control <i>The provider is responsible for supervising the children when they are using the inflatables.</i>	Low	Low Risk
Injury due to colliding participants	Participants	A responsible adult must supervise the children and be sure their behaviour is under control <i>The Client is responsible for supervising the children when they are using the inflatables.</i>	Medium	Low Risk
Pupils, who become lost, separated from the group or approached by strangers.	Participants	All supervising staff and helpers are fully briefed about what is required for emergency procedures A responsible adult must supervise the children whilst they are using the inflatables.	Low	High Risk
Falls from height	Participants	All children must be supervised when using the inflatables, the provider must ensure that the equipment is used sensibly.	Low	Medium Risk

**NERF UNITE**

Hazard	People at risk	Action taken	Probability	Risk Factor
Injury due to incorrect use of equipment (Nerf guns, safety glasses)	Participants	A responsible adult must supervise the children and be sure their behaviour is under control. <i>People over the age designated by the Service Provider may not use the Nerf equipment. Unintended use of the Nerf equipment not permitted.</i>	Low	Medium Risk
Injury due to slipping/falling	Participants	A responsible adult must supervise the children at all times. The provider should go over the Nerf UNITE safety rules before use. <i>Only the Service Provider should move and position the equipment (e.g use of the inflatable barriers)</i>	Medium	Low Risk
Getting hit by Nerf Bullet	Participants	The provider must give a safety briefing prior to use. Staff should ensure that all participants should have the correct safety equipment (Protective eyewear).	High	Low Risk
Getting hit by Nerf Bullet in the face.	Participants	The provider must give a safety briefing prior to use. The provider <u>must</u> mention that face shots are not permitted. Staff should ensure that all participants should have the correct safety equipment (Protective eyewear).	Medium	Medium Risk
Slipping on equipment in adverse weather	Participants	Nerf UNITE should not be used in wet or windy weather. If bad weather occurs during use, the provider must take all participants inside. Nerf Guns and protective eyewear should be carried inside by individual participants. Participants should be told not to 'shoot' any bullets when going through this stage.	Low	Low Risk
Injury from third party hazards	Participants	The 'NERF UNITE Areana' must be set up in the space provided by the Client, with a lot of space surrounding it, with no hazards such as fire hazards (e.g. barbecues, cigarettes), seating, crowds, nearby	Low	Medium Risk



Injury due to equipment breaking	Participants	<p>The provider must ensure they give the safety briefing before use.</p> <p>If equipment breaks during use, participants must put their hand up and keep their safety glasses on until a member of staff comes to them.</p> <p>Staff should supervise at all times.</p>	Low	Medium Risk
Injury from loose objects	Participants	All jewellery, badges, glasses, wallets, watches, shoes, etc. must be removed before using the Nerf Equipment.	Low	Low Risk
Choking	Participants	No gum, sweets, food, or drinks may be used when using the Nerf Equipment.	Low	High Risk
Injury due to pre-existing conditions (e.g. asthma, heart condition, etc.)	Participants	<p>The Client and parents/guardians of the child are responsible for determining if the child is physically able to use the Nerf Equipment.</p> <p><i>It is advised you seek the advice of a medical professional to determine if a child with a medical condition is able to play on the soft play equipment</i></p>	Low	High Risk
Injury caused by over enthusiastic participant (pushing, shoving, etc.)	Participants	<p>A responsible adult must supervise the children and be sure their behaviour is under control</p> <p><i>The provider is responsible for supervising the children when they are using the Nerf equipment.</i></p>	Low	Low Risk
Injury due to colliding participants	Participants	<p>A responsible adult must supervise the children and be sure their behaviour is under control</p> <p><i>The provider is responsible for supervising participants when they are using the Nerf Equipment.</i></p>	Medium	Low Risk
Pupils, who become lost, separated from the group or approached by strangers.	Participants	<p>All supervising staff and helpers are fully briefed about what is required for emergency procedures</p> <p>A responsible adult must supervise participants whilst they are using the Nerf equipment.</p>	Low	High Risk