Risk Assessment - Nerf Guns

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Hazard Area	Risk	Existing Controls	Likelihood 1 - 5	Severity 1 - 5	Risk Score L x S	Further Action to take
Nerf Guns	Facial Injury	Glasses must be worn at all times. All participants and spectators must be stood behind the shooters at all times. At no time are participants allowed to point guns arrywhere other than at the targets	2	2	4	THE HIRER OR THE HIRERS APPROPRIATE APPOINTED PERSON (over 18 years) MUST AT ALL TIMES BE PRESENT AND STRICT SUPERVISION MUST BE OBSERVED.
Nerf Guns	Failure of structural and safety- critical parts	Nerf guns are inspected regularly and when delivered to the chosen venue for any signs of malfunction or damage	1	2	2	None
Nerf Guns	Danger of unnecessary injury	Hirer must explain to all participants the dangers of the nerf guns	1	5	5	None
Nerf Guns	Trips, falls	At no time should participants be allowed to run with the nerf guns	1 -	5 //	5	None
Nerf Guns	Choking on foam darts	At no time are participants allowed to put foam darts in their mouths	77	5	5	None
Nerf Guns	Potentially hazardous behavior by members of the group	The nerf guns must be removed from use		5	5	None
Nerf Guns	Injuries caused during loading of guns	Ensure guns are not loaded and ready to fire whilst darts are being loaded into guns		5	5	None
Nerf Guns	Injury through lack of supervision	An appropriate person must be present at all times (over 18years)	1	5	5	None
Nerf Guns	Safe containment of users	Users informed of the correct procedure for loading and shooting guns by competent person over the age of 18 years Operator trained in the safe loading and unloading of guns	1	5	5	None
Nerf Guns	Emergency	In the event that someone is seriously injured, DO NOT move the individual and dial 999 immediately.		5	5	Close down the game from other participants.

would not be able to erect the unit. It is recommended that clients undertake their own risk assessment to suit their requirements.