

# Nerf Wars

## Risk Assessment

What are the hazards?	Who might be harmed and how?	Likelihood 1 = not likely 2 = likely 3 = very likely	Level of harm 1 = minor injury 2 = moderate injury 3 = serious injury	Action that will be taken to prevent this hazard	Responsible person who will make sure that action is taken
Foam Darts	Children / adults playing - facial injury	2	2	Goggles must be worn at all times whilst in the hall.  No other spectators or users permitted in the hall whilst games are taking place  All players must not aim at the head nor are they allowed to fire bullets at point blank range.	Referee in charge
Slipping	Children and adults playing by running around hall	2	2	All players to wear appropriate footwear at all times	Referee in charge
Colliding with other players	Children and adults playing by not looking where they are running	2	2	All players to be aware of their surroundings  All players to remember this is a non-contact sport	Referee in charge
Choking Hazard	Players choking on foam darts	1	3	All players to not insert foam darts in their mouth	Referee in charge

Venue - Room - obstacles belonging to venue around the hall / room	Players - not looking where they are running and tripping, colliding or falling into these obstacles such as chair, radiators, tables etc	1	2	It is the responsibility of the person hiring Nerf Wars to ensure the hall / room is clear from any obstacles such as (but not limited to) chairs, tables and anything else.	Person who made booking
--	---	---	---	--	-------------------------

CONFIDENTIAL