

Nerf Gun

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	All players must not aim at the head nor are they allowed to fire bullets at point blank range. Guns should only be pointed at the shootout target.	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	overcrowding of people using the equipment.	2	2	All players to be aware of their surroundings No more than 3 people using target at any one time.	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 Gun 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
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