

Risk Assessment Form		Title: UCAP Site Risk Assessment
		Reference: UCAP RA 002

Name of Assessor	Date written	Signature of assessor
Andrew Stevens	03/04/2021	

Operation or task covered by this Risk Assessment	General site usage & game play
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Frequency of tasks (per Day, Week etc)	Daily	Duration (Hours, mins etc)	8 hours
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Who is at risk?							
Employees	Yes	Contractors	Yes	Visitors	Yes	Others	Yes

Haz No.	Hazards identified by this assessment:	Hazard Control Measures in Place	Risk (SxP)
1	People with medical conditions (Epileptic/ Asthmatic/Diabetic/etc) suffering an attack whilst on site	UCAP has on site first aiders and UCAP requests that anyone with a medical condition make site personnel aware of them when they arrive.	(S2xP1) = C2 (Low)
2	Personal Injury to players/personnel whilst on site (guns/other players/CQB/ environment/pyro)	UCAP provides a safety brief at the start of to ensure people are aware of the potential hazards inherent in the site. UCAP provides Personal protective equipment (PPE) and an induction to all new/rental players on gun & pyro usage. Regular site, gun & pyro maintenance is carried out and first aiders are available on site and monitoring is in place via marshals.	(S2xP1) = C2(Low)
3	Personal Injury to players/personnel whilst on site (BB's)	UCAP runs a strict limit of 350 fps for muzzle velocities confirmed by chronographing and gun maintenance. UCAP provides Personal protective equipment (PPE) and an induction to all new/rental players is provided and monitoring is in place via marshals/site personnel to ensure compliance with UCAP rules.	(S1xP1) = C1(Low)
4	Disease from Tetanus	Tetanus is mitigated against through a safety briefing (general awareness) at the beginning of the day to all players. Regular site maintenance is carried out and site monitoring is in place via marshals/site personnel so far as reasonably practicable.	(S2xP1) = C2(Low)
5	Disease from Legionella	All cold drinking water provided is via bottled mineral water and all hot drinking water is fresh water boiled in the on-site kettle eliminating any germs/bacteria that may be present.	(S2xP1) = C2(Low)
6	Disease from Leptospirosis	All food/drink is suitably stored away and covered to prevent ingress of such bacteria.	(S2xP1) = C2(Low)
7	Needing the loo (1&2)	Toilets/welfare facilities are provided in the form of portaloos and a fixed toilet inside.	(S1xP2) = C2(Low)

8	Violence/bullying (physical/verbal)	Site rules are posted around the site and this is included in the safety brief at the start of the day. Any player/s seen to be causing a disturbance of this nature will be banned from the site. This is enforced through marshals and site personnel. Any players subject to this whilst on site are advised during the briefing to report it to a marshal or site personnel	(S1xP2) = C2(Low)
9	Wilful disregard for site rules	Site rules are posted around the site and are included in the safety brief at the start of the day. Any player/s seen to be wilfully disregarding the rules will be cautioned then if a second offence is committed they will be banned from the site. This is enforced through marshals and site personnel.	(S1xP2) = C2(Low)
10	Players leaving game or site boundaries	Site boundaries are defined during the on site safety brief and are displayed around the site. Game boundaries are defined during the brief at the start of each game. Marshals are on hand to help players who are lost or disorientated and there are arrows painted on the ground of main passageways leading back to the 'safe zone'.	(S1xP2) = C2(Low)
11	Interaction with Pyro	Pyro is supplied by UCAP and correct usage is given during the induction. Pyro is maintained in accordance with manufacturers' guidelines and produces a level of noise so as not to cause any lasting loss of hearing.	(S2xP1) = C2(Low)
12	Interaction with Guns	Guns are supplied by UCAP and correct usage is given during the induction to rental/new players. These are regularly maintained by site personnel and tested before each game to prevent malfunction and ensure correct muzzle velocity (350fps). Chronographing is a requirement of UCAP to all players bringing their own weapons to prevent overpowered weapons being used.	(S2xP1) = C2(Low)
13	Interaction with Personal Protective Equipment (PPE)	PPE is provided to all rental players in the form of face masks. Helmets and hearing protection are highly recommended due to the nature of the site and are available on request. Eye protection is mandatory for all players, full face is recommended but suitable safety glasses are acceptable for use at the users' discretion. A briefing on the use of PPE is available and any PPE provided by UCAP is compatible so as not to reduce protection by any means. Marshals and site personnel enforce the use of PPE and anyone found removing mandatory PPE is cautioned. If further offences persist, the player/s will be banned.	(S2xP1) = C2(Low)
14	Electrical/Electronic equipment (Portable & fixed) potential for electric shock	All electrical/electronic equipment on site has been installed and tested by qualified persons to ensure compliance and safety. Periodic maintenance & testing is carried out to ensure continued safety of electrical/electronic equipment and the equipment is monitored by site personnel to identify faults so far as reasonably practicable.	(S2xP1) = C2(Low)

15	Use of strobe lighting on torches	UCAP permits the use of strobe torches, however use of them will be prohibited and this stated during the safety brief if site personnel have been made aware of anyone on site with a medical condition affected by stroboscopic effects.	(S1xP1) = C1(Low)
16	Blinding from lasers (high/low power)	This is covered in the site safety brief and states that low power lasers are permitted whilst any laser above the site safe recommended power level is to be considered high power and prohibited. Marshals monitor this and are on hand for advice if players are unsure of their lasers power level.	(S1xP1) = C1(Low)
17	Interaction with tools (Old/Aesthetic)	This is covered in the site safety brief at the start of the day. These objects are classed as site additions and are for aesthetic purposes only. Players are prohibited for touching them. This is monitored by site marshals.	(S2xP1) = C2(Low)
18	Interaction with Tools/ equipment (Site work)	This is covered in the site safety brief at the start of the day if site tools/equipment is interaction with them is possible during game play. If it is possible these areas will be made out of bounds to players. Otherwise equipment is stored away safely in specified locations constant site monitoring is provided by marshals and site personnel.	(S1xP1) = C1(Low)
19	Slip/trip/fall, entanglement hazards by loose cables (old/new)	This is covered by the safety brief at the start of the day, providing general awareness and advising players to report anything deemed unsafe to a marshal. All new cables have been fitted by a qualified engineer and regular site maintenance and monitoring is carried out to identify and ensure rectification of defects.	(S1xP1) = C1(Low)
20	Hazardous materials on site take the form of propane gas, gun gas, solvents, cleaning chemicals and batteries. This presents hazards from explosion, fire & leakage.	This is controlled by all materials being correctly stored and kept away from sources of heat or ignition. They are to be used only by authorised personnel, with periodic maintenance and continuous monitoring carried out by authorised personnel so far as reasonably practicable.	(S3xP1) = B3(Medium)
21	Slip/trip & falls presented from varying ground surfaces in the form of elevated ground (steps, etc), rough/uneven terrain, loose terrain/bb's, dust.	UCAP personnel carry out regular housekeeping to eliminate so far as reasonably practicable risks of slip/trip & falls. Marshals and site personnel provide monitoring around the game areas and players are made aware of these during the safety brief at the start of the day (general awareness).	(S1xP2) = C2(Low)
22	NLA	NLA	NLA
23	Fire propagation from is possible from gas, paper, rubbish, and electrical/electronic equipment.	In the event of a fire, authorised persons will direct on site personnel to the evacuation points (citadel & car park) to ensure their safety. Fire fighting equipment is on site and is only to be used by authorised personnel when the fire is deemed to be containable via this method.	(S2xP1) = C2(Low)

24	Presence of Rats/Vermin	Whilst the presence of rats/vermin has been confirmed in the site, the level of infestation has been deemed by site personnel to be as low as reasonably practicable for the sites location (In underground tunnels). Measures taken to avoid further infestation are the correct storage of food/drink and regular housekeeping.	(S1xP1) = C1(Low)
25	Old fixings/fittings are present from rusted possibly sharp objects of varying heights	This is covered in the site safety brief (general awareness) and provision of PPE, regular site maintenance and monitoring by site personnel & marshals is undertaken to ensure so far as reasonably practicable that risks to health have been eliminated.	(S2xP1) = C2(Low)
26	Debris/Rubbish around the site presenting slip, trip and fall hazards	UCAP personnel carry out regular housekeeping to eliminate so far as reasonably practicable risks of slip/trip & falls. Marshals and site personnel provide monitoring around the game areas and players are made aware of these during the safety brief at the start of the day (general awareness).	(S1xP1) = C1(Low)
27	Poor light levels in varying site game areas	Lighting around the site has been provided to so far as reasonably practicable sufficiently illuminate key areas for safety purposes whilst maintaining the authenticity of the game areas. During the safety brief & site rules it recommends the use of a torch for all players.	(S1xP2) = C2(Low)
28	Dark areas from red light games. Red light games are when the site lighting is switched to minimal levels	These games are only played when a majority of players are equipped with torches and last little more than 15 minutes. During pre-game briefs players are advised to be extra vigilant in regard to their own safety and the safety of others (moving carefully etc) and reminded that PPE is available on request. Marshals are also available to provide aid should an accident occur.	(S2xP1) = C2(Low)
29	Interaction with site desks/chairs/barrels/barricades/pub machine/etc are located at varying points around the site presenting slip, trip & fall hazards.	This is covered in the safety briefing and players are advised not to touch/move any part of the site unless instructed to do so by site personnel as part of a game. Sufficient lighting is provided in these areas and UCAP recommends in the safety brief, the use of a torch. Marshals are also on hand should any form of incident occur.	(S1xP1) = C1(Low)
30	Loose debris falling from ceiling	UCAP personnel carry out regular housekeeping, maintenance and monitoring of the site, to eliminate so far as reasonably practicable risks of debris from the ceiling. If an area is deemed unsafe by site personnel it will be cordoned off until such a time as it is safe to re-enter. Marshals and site personnel provide monitoring around the game areas and players are made aware of this during the safety brief at the start of the day (general awareness).	(S2xP1) = C2(Low)

31	Holes/Voids in ground	UCAP personnel carry out regular maintenance and monitoring of the site. Identified Holes/voids have either been covered over or filled in with concrete where possible. Where it has not been possible, holes/voids have been covered over with barrels or other site additions. This is in part the reasoning behind not moving site additions (refer to hazard no. 29).	(S1xP1) = C1(Low)
32	Flooding from rain water	UCAP personnel carry out regular housekeeping, maintenance and monitoring of the site, to eliminate so far as reasonably practicable risks of flooding. If an area is deemed unsafe by site personnel it will be cordoned off until such a time as the water has receded and it is safe to re-enter. Marshals and site personnel provide monitoring around the game areas and players are made aware of this during the safety brief at the start of the day (general awareness).	(S1xP1) = C1(Low)
33	NLA	NLA	NLA
34	High noise (game) leading to confusion/not hearing marshal instruction.	To control this site personnel have implemented alarms which will sound on game over (during large games) and marshals carry whistles to attract attention when required.	(S1xP1) = C1(Low)
35	Entanglement in netting/coverings provided for authenticity	This is covered by the safety brief at the start of the day, providing general awareness and advises players not to touch/move any part of the site unless instructed to do so by site personnel as part of a game. In the event of an incident, marshals/site personnel are on hand to provide aid where required.	(S1xP1) = C1(Low)
36	Escape & Evacuation	In the event of an emergency in which evacuation of the site is necessary, authorised persons will direct on site personnel to the evacuation points (citadel & car park) to ensure their safety.	(S3xP1) = B3(Medium)

Comments by assessor

Comments by Site Users

Next review date	03/04/2022	Date reviewed	
Assessor		Signature	

<u>Probability</u>	<u>Certain</u> <u>3</u>	<u>Likely</u> <u>2</u>	<u>Unlikely</u> <u>1</u>
<u>Severity</u>			
<u>Threat to life</u> <u>3</u>	<u>A9</u>	<u>A6</u>	<u>B3</u>
<u>Major</u> <u>2</u>	<u>A6</u>	<u>B4</u>	<u>C2</u>
<u>Minor</u> <u>1</u>	<u>B3</u>	<u>C2</u>	<u>C1</u>

Risk Matrix

Use of Matrix

This matrix has been devised for use with the UCAP airsoft site. Once a hazard is identified the severity of it is assessed, then the probability is assessed. By multiplying these two figures together, the overall risk can be determined. For example a hazard associated with 'major injuries' (2) has been identified and it is 'likely' (2) it will happen again, these are multiplied together to give (4). This is identified as a class 'B' hazard and thus considered medium risk. If control measures are already in place for the identified hazard then they must also be considered when making the assessment of risk

Definitions

Severity

Minor: Possible minor injuries to personnel (grazes, cuts, etc, treatable by first aid)

Major: Possible major injuries to personnel (hospitalisation)

Threat to life: Possibility of one or more deaths (Death)

Frequency

Unlikely: Not probable but still possible

Likely: Would probably occur

Certain: Would definitely happen

Classification

Letters & Colours

A: High (red)

B: Medium (yellow)

C: Low (green)

Number designation:

The higher the number associated with the risk the higher the priority. For example a risk classified as 'A9' would be of higher priority than a risk classed 'A6'. Whilst still both in the high risk category this method provides easy prioritisation for elimination of identified hazards.