

# Mobile Laser Tag ( Skirmish ) Health Risk Assessment

**Playing Site:**                      Activities for Aim To Please

## General Playing Area

Mobile Laser Tag ( Skirmish ) can be played safely in the designated playing areas selected by Aim To Please  
Specific out-of-bounds areas include:

- The interior of all buildings.
- Beneath all buildings.
- Trees, railings, ladders & verandahs.
- Close proximity to glass windows.
- Close proximity to motor vehicles or machinery.
- Close proximity to rubble piles.
- Any other specific area designated by the director on the day of play.

### Identified Physical Features noted for activities for Aim To Please, that may pose risks to players.

Specific Feature	Possible Dangers	Action Required	Risk Level
During Activity	Sunburn & dehydration, Heat Stroke	CVC Officer advised prior that water a hat & Sunscreen is needed, We supply hats & have sunscreen & first Aid kit on hand	Low to Medium
Night time Activity	Uneven ground, loose surface, gravel, sand, holes, trip hazards, puddles, sticks, Slippery surface - wet grass, Petrol Generator, Power leads, Lighting	Fill in holes, remove gravel/sand from sealed surfaces, place markers near puddles, remove sticks. Warn Players.  Generator & Petrol Containers stored away from the playing area and players at all times.  Power leads & Lights are placed in a safe area in conjunction to the playing area, players are warned to keep clear and keep a eye out for any potential trip hazards or cords.	Medium
Muster area & crowd Control	Collisions, To Many players in one area,	Warn Players, supervise, Give clear instructions to players and crowds to where is a safe spot to muster. Use of Fencing and markers for players and crowd to muster behind.	Low

**Note:** All players are briefed prior to the commencement of all games. This briefing includes the identification of known risks. All games are supervised by the operator who will remind players of risks throughout the game.

Updated: 18<sup>th</sup> May 2015

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### Identified Physical Features noted for activities for Aim to Please, that may pose risks to players.

Specific Feature	Possible Dangers	Action Required	Risk Level
Fencing	Sharp wire, loose sections	Secure risky sections, warn players	Low
Field Of Play	Uneven ground, loose surface, gravel, sand, holes, trip hazards, puddles, sticks, Slippery surface - wet grass	Fill in holes, remove gravel/sand from sealed surfaces, place markers near puddles, remove sticks. Warn Players.	Medium
Edges of paths/roads, stairs	Trip hazards	Warn Players, supervise	Low
Posts – Wooden/metal	Trip hazards, collision	Place markers on posts. Warn players	Low
Trees, bushes, gardens	Sharp objects. Biting insects/spiders/reptiles	Remove obvious dangerous parts. Warn players. Declare all gardens out-of-bounds.	Low To Medium
Glass windows	Breakage if struck	Ban all playing in close proximity to glass objects, eg. Windows/Cars	Low
Vehicles/machinery/camp equipment e.g. tools etc	Collision with moving or stationary object.	Players warned to avoid all vehicles & machinery on site	Low
Buildings – Classrooms, etc...	Collision with other players at corners	Warn Players. Demonstrate safe procedure	Medium
Wild Life - animals	Ant bites, snake bites, spider bites. Attacks from birds, e.g Lapwings, Magpies	Warn Players. Set limits. Supervise	Low
Other Players	Collision	Warn players. Set limits. Supervise	Medium

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