



ADVENTURE PIRATE

NERF BATTLES RISK ASSESSMENT

Nerf battles including food	Completed by: James Short – Adventure Pirate LTD
-----------------------------	--

Required Instructor Competence	• Level 2 Food Hygiene • DBS Checked • Camping endorsement • Experienced at delivering bush craft and survival to children • First Aid (min 16 hours) and carry in date first aid kit
Ratios	• 1:20 increased by 10 for each additional competent assistant present.

Hazard	Harm	People at risk	Measures. (new or existing)	Who is responsible?
Low Branches	Minor injuries, cuts and scratches Major eye injury	All	Brief children to avoid low branches, and boundaries. Children where eye protection when playing Nerf games.	Nerf Attack Instructors
Brambles	Minor injury, cuts and scratches	All	Appropriate clothing to be worn by participants Maintain site, cut back brambles Brief ways of moving Brief participants to stay away from boundaries	Nerf Attack Instructors
Berries	Poisoned	All	Brief participants to avoid eating berries.	Nerf Attack Instructors



ADVENTURE PIRATE

NERF BATTLES RISK ASSESSMENT

Stings - from nettles	Minor injury - allergic reaction	All	Suitable clothing worn Avoid areas with nettles Medical information recorded and kept by Instructors	Nerf Attack Instructors
Litter - Broken glass	Minor injury	All	Rubbish bin provided Instructors to ensure a recce of site is carried out prior to the party and broken glass removed.	Nerf Attack Instructors
Rabbit/animal holes	Trips and falls - minor injury Disturbance of wildlife	All	Brief children where animal holes are Avoid area	Nerf Attack Instructors
Uneven ground	Trips and falls - minor injury	All	Brief children on moving around site. Appropriate footwear	Nerf Attack Instructors
Weather Hot days Rain Lightning Strong winds	Hypothermia/ Hyperthermia Sunburn Struck by lightning Falling debris	All	Check weather pre-Party and advise party organiser on appropriate clothing for children to wear to the party. Recommend children wear sun cream on hot days Cancel Party in cases of severe weather - Strong winds, lightning. Contact UCP if cancelling	Nerf Attack Instructors
Animal faeces	Minor/major illness through contamination	All	Pre-party check Remove faeces Avoid area	Nerf Attack Instructors



ADVENTURE PIRATE

NERF BATTLES RISK ASSESSMENT

			Carry gloves, bags and sanitizer Children wash hands if coming into contact with faeces.	
Strangers	Abduction	All	All Adult leaders DBS Checked Clearly defined boundaries High adult ratios Brief children	Nerf Attack Instructors
Nerf Darts	Eye injuries	All	All participants must wear eye protection during games. Children receive warning if they remove eye protection. 3 warning = removed from games	Nerf Attack Instructors
Nerf Darts	Impact injuries to neck and face	All	Children are briefed at start of games that they are to aim low. No head shots. Children receive head shot warnings if they hit another participant in the neck or face. 3 warnings = removed from games.	Nerf Attack Instructions
Nerf Darts	Animal ingestion Littering site	All	All darts are removed from site to the best of ability. Children carry out a dart collection at the end of their games before having food. Darts are made from Corn starch and will degrade quickly if left behind.	Nerf Attack Instructors Nerf Attack Participants
Hay bales	Crushing	All	Bases are built with good integrity. Children are briefed to no climb on or push over bases.	Nerf Attack Instructors
Hay bales	Fire hazard	All	No smoking on site	Nerf Attack Instructors



ADVENTURE PIRATE

NERF BATTLES RISK ASSESSMENT

			Cooking takes place a minimum of 5 metres away from haybales Fire extinguisher available	
Tarpaulins	Ripping Tears Damage to trees	All	Tarpaulins are erected above head height Tarpaulins are erected without over tensioning Wear ropes are tied around trees, trees guards/rope protectors must be used.	Nerf Attack Instructors
Damage and vandalism to site/equipment by trespassers	Haybales catching fire Bottles, cans and drug paraphernalia left behind Camp used by trespassers	All equipment and site	Upton to extend fence to gate to deter trespassers. Signs erected to inform public that the site is private. Instructors check camp before use for damage and litter. Dangerous items removed. Can tarp be lowered on completion of parties to cover camp area.	Nerf Attack Instructors
Food Preparation and serving				
Undercooked food	Poisoning and minor/major illnesses	All	Hotdogs are cooked in accordance with manufacturers instructions and brought up to the correct temperature.	Nerf Attack Instructors
Cross contamination	Poisoning and minor/major illnesses	All	All participants to wash hands prior to eating anything, Children cleanse hands using anti bacterial hand sanitiser after washing hands Leaders will wash hands and use antibacterial	Nerf Attack Instructors



ADVENTURE PIRATE

NERF BATTLES RISK ASSESSMENT

			sanitiser. Leaders to wear blue gloves when preparing and serving food All pots, cups are cleaned and dried on completion of party	
Hot water Hot food	Burns and scolds	All	Cooking takes place away from children on a separate table Hotdogs to be served cooled down Hotdog water is to be cooled down and taken off site. Do not pour away on site	Nerf Attack Instructors
Litter	Unightly	All	All rubbish is collected, placed in bin and removed from site on completion of party	Nerf Attack Instructors

Fire evacuation procedure:

Brief all participants at start of party on fire evacuation procedure.

Muster points are on main lawn area in front of Upton House or on farmers field on other side.

If a fire occurs, the lead instructor will take charge of group and get participants to designated muster point as quickly and safely as possible.

Head Count

Call for help - 999.

A leader will go and open access gate and directs fire service onto site.

Major First Aid Procedure:



ADVENTURE PIRATE

NERF BATTLES RISK ASSESSMENT

Call 999 for help

Instructor in charge starts first aid on casualty

One assistant removes other participants from scene

One assistant opens access gate and direct ambulance to casualty

UCP informed of incident

Emergency telephone number: 07920162549

Emergency services: 999/221

Nearest A&E: Poole General Hospital

The Royal Bournemouth General Hospital, Castle Lane East, Bournemouth, Dorset. BH7 7DW [Tel:01202 303626](tel:01202303626)

Nearest Access Point: White gates at entrance to Lawn area.