

Risk Assessment

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| Risk Assessment for the activity of | Airsoft Game Days and Events | | Date | 10/08/2023 |
| Unit/Faculty/Directorate | Southampton University Paintball and Airsoft Clubs | Assessor | Thomas Cross | |
| Line Manager/Supervisor | <i>SUSU</i> | Signed off | <i>Mark Towers</i> | |

| PART A | | | | | | | | | | |
|--------------------------------|-------------------------------|---|----------------------------|---------------|--------------|--|----------------------------|---------------|--------------|--|
| (1) Risk identification | | | (2) Risk assessment | | | | (3) Risk management | | | |
| Hazard | Potential Consequences | Who might be harmed (user; those nearby; those in the vicinity; members of the public) | Inherent | | | Control measures (use the risk hierarchy) | Residual | | | Further controls (use the risk hierarchy) |
| | | | Likelihood | Impact | Score | | Likelihood | Impact | Score | |
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| <p>Person struck by BBs</p> | <ul style="list-style-type: none"> • If in eyes, could cause damage to eyes up to and including permanent blindness. • If in face, could cause damage to teeth. • Elsewhere, could cause bruising and welts which may bleed in worst cases. | <p>Players, Site staff, members of the public in the immediate vicinity</p> | <p>5</p> | <p>4</p> | <p>20</p> | <ul style="list-style-type: none"> • All games shall be played an established airsoft site, in an area (referred to as the 'Game Zone') closed off to the public. • All individuals within the designated game zone shall wear eye protection rated to BS EN 166 B or an equivalent impact rating. • All Realistic Imitation Firearms (RIFs) shall be unloaded and cleared at all times when outside the game zone. • All RIFs shall be tested on the day to comply with site muzzle energy/velocity limits, which must be equal or below those specified in the Violent Crimes Reduction Act 2006. Section VI firearms are prohibited. • Marshalls shall carry a basic first aid kit at all times and be trained in its use. | <p>5</p> | <p>2</p> | <p>10</p> | <ul style="list-style-type: none"> • Players shall be recommended to wear supplementary protection such as helmets, lower face protection and gloves to avoid direct hits to the face, head and hands. • Players shall be advised to wear long sleeves/trousers to reduce impact of BBs to the arms and legs. |
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| | | | | | | <ul style="list-style-type: none"> • All players shall be briefed on Site rules by the Site staff before the first game of the day. • Hire face protection shall cover the full face and forehead | | | | |

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| <p>Use of Pyrotechnics (Pyro)</p> | <ul style="list-style-type: none"> • Bang-type pyro can cause hearing damage when fired at close range • Smoke from smoke grenades can be hazardous if inhaled in large quantities • Hot pyro can cause burns. • Blank-firing grenades (BFGs) can injure if thrown into a player. | <p>Players, Marshalls</p> | <p>4</p> | <p>4</p> | <p>16</p> | <ul style="list-style-type: none"> • Players must be over 18 to use or own pyro. • Player-used Pyro shall be limited in explosion size to mk. 5 or lower for cardboard pyro, 9 mm blank or 0.209 primer for BFGs. • All pyro shall be from a reputable manufacturer such as TLSFx or Enola Gaye. No homemade pyro shall be permitted on-site. • Players shall comply with any site rules which further restrict the types of pyro permitted. • Smoke grenades shall not be thrown into buildings or structures. • Players shall not touch any pyro which has been thrown, except to recover their own BFG(s). Site marshals may move smoke grenades which are causing significant smoke to enter a | <p>3</p> | <p>3</p> | <p>9</p> | <ul style="list-style-type: none"> • Players shall be advised to wear ear defence suitable for activities such as shooting when playing. |
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| | | | | | | structure using a boot or protective gloves. <ul style="list-style-type: none"> • Detonation of pyro shall not be permitted when outside the game zone. • BFGs shall only be thrown underarm, and not above knee height. • Players shall ensure they can see the point a pyro will land when releasing it. Players shall not deliberately throw pyro at another player. | | | | |

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| <p>Slips, Trips, Falls and Sporting Injuries</p> | <ul style="list-style-type: none"> • Potential for cuts and bruises if a player falls. • Risk of broken bones if limbs become trapped in rabbit holes or similar • Open wounds may become infected if not properly covered | <p>Players, Marshalls</p> | <p>4</p> | <p>4</p> | <p>16</p> | <ul style="list-style-type: none"> • Players shall be recommended to use appropriate footwear such as boots, and to avoid any open-soled footwear. • Marshalls carry first-aid kits and are trained in their use. • Players shall be advised to proceed with caution around natural and uneven terrain. • Players shall be advised to wear long trousers and/or sleeves to avoid scrapes. • Players shall be recommended to warm up properly before playing to reduce the risk of sporting injury. • Players shall not climb trees, structures or fences unless specifically permitted by Site staff. • Players shall be advised of any specific hazards in the Game Zone during the | <p>2</p> | <p>3</p> | <p>6</p> | <ul style="list-style-type: none"> • Players shall be warned should wet/icy weather be forecast and play shall be suspended in case of dangerous conditions underfoot. |
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| | | | | | | mandatory safety brief. | | | | |

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| Inclement weather | <ul style="list-style-type: none"> • Risk of hypothermia/heatstroke in extremes of temperature. • Enhanced risk of slips and falls in wet/icy weather. • Risk of dehydration at all times when undertaking physical activity | Players, Marshalls | 4 | 3 | 12 | <ul style="list-style-type: none"> • Players shall be warned if inclement weather is forecast and recommended to wear/bring appropriate clothing for a full day outside in such weather. • Players shall be recommended to bring plenty of water in cases of hot weather. • Provision shall be made for regular breaks in hot weather. • Site Staff will close any area which poses significant risk in current conditions | 4 | 2 | 8 | <ul style="list-style-type: none"> • Events shall be cancelled in cases of extreme weather which make play unreasonably dangerous in the eyes of Site Staff or the Committee. |

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| Travel to events | <ul style="list-style-type: none"> Risk of road traffic incident when travelling by car or minibus. Cars full with kit and passengers increases risk of incident | Players, other road users | 3 | 5 | 15 | <ul style="list-style-type: none"> Nominated Drivers must hold a full UK driving license and be covered by appropriate motor insurance for the vehicle they are to use at the time of the event. If using a SUSU minibus drivers shall have passed a SUSU minibus test in accordance with SUSU regulations. Vehicles to be used must have valid tax/MOT certificates as appropriate for the vehicle Nominated Drivers must comply with the Road Traffic Act 1988 and guidance in the Highway Code (ISBN 0115533427) Vehicles shall not be loaded beyond their maximum weight limit and shall, where possible, be loaded such that the driver can see aft of the car using the mirrors. | 2 | 5 | 10 | <ul style="list-style-type: none"> Passengers shall avoid distracting the driver unless important. |
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| Mistaken identity of airsofters | <ul style="list-style-type: none"> Members of the public may not be able to distinguish a RIF from a firearm and could be distressed. Police or security may fail to recognise a RIF and treat it as a real firearm. Public may mistake players for real military forces | Members of the public | 4 | 1 | 4 | <ul style="list-style-type: none"> RIFs shall be kept out of sight in cases and bags until at the game zone. Players shall not wear vests, plate carriers, helmets etc. until at the Site. | 2 | 1 | 2 | |

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| <p>RIFs at SUSU Events (Bunfight)</p> | <ul style="list-style-type: none"> Members of the public may not be able to distinguish a RIF from a firearm and could be distressed. Police or security may fail to recognise a RIF and treat it as a real firearm. | <p>Members of the public</p> | <p>4</p> | <p>1</p> | <p>4</p> | <ul style="list-style-type: none"> RIFs will always be supervised by a SUPAC member for the duration of the SUSU event. RIFs will be clearly marked as replicas (Tape and labels saying REPLICA) RIFs will be kept out of sight in cases and bags, during travel to and from the SUSU event. No BBs, gas, batteries or pyrotechnic items will be allowed at the event. RIFs will be used for display only with only SUPAC members touching RIFs, RIFs will also be tied to the table. | <p>2</p> | <p>1</p> | <p>2</p> | |
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PART B – Action Plan

Risk Assessment Action Plan

| Part no. | Action to be taken, incl. Cost | By whom | Target date | Review date | Outcome at review date |
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| 1 | Individual risk assessments for individual events with higher risk levels and anything not covered by generic assessment. This includes: <ol style="list-style-type: none"> 1. Trips and Tours 2. Fundraising events e.g. Bake Sales 3. External Speaker Events | Relevant committee members – president to ensure complete. | When applicable | | |
| 2 | Committee to read and share SUSU Expect Respect Policy | Relevant committee members – president to ensure complete. | 01/11/23 | 10/11/23 | |
| 3 | Ensure Allergies & Illnesses that may be relevant are known for socials which involve food & drink | Committee Member organising the event. | When applicable | | |
| 4 | Ensure Illnesses that may be relevant for activities (ie. Asthma) are known in advance and members are told to bring medication. | Committee Member organising the event. | When applicable | | |
| Responsible manager's signature: Print name: THOMAS CROSS | | | | Date: | Responsible manager's signature: Print name: MARK TOWERS |
| | | | | | Date |

Assessment Guidance

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| 1. Eliminate | Remove the hazard wherever possible which negates the need for further controls | If this is not possible then explain why | |
| 2. Substitute | Replace the hazard with one less hazardous | If not possible then explain why | |
| 3. Physical controls | Examples: enclosure, fume cupboard, glove box | Likely to still require admin controls as well | |
| 4. Admin controls | Examples: training, supervision, signage | | |
| 5. Personal protection | Examples: respirators, safety specs, gloves | Last resort as it only protects the individual | |

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| LIKELIHOOD | 5 | 5 | 10 | 15 | 20 | 25 |
| | 4 | 4 | 8 | 12 | 16 | 20 |
| | 3 | 3 | 6 | 9 | 12 | 15 |
| | 2 | 2 | 4 | 6 | 8 | 10 |
| | 1 | 1 | 2 | 3 | 4 | 5 |
| | | 1 | 2 | 3 | 4 | 5 |
| | | IMPACT | | | | |

Risk process

1. Identify the impact and likelihood using the tables above.
2. Identify the risk rating by multiplying the Impact by the likelihood using the coloured matrix.
3. If the risk is amber or red - identify control measures to reduce the risk to as low as is reasonably practicable.
4. If the residual risk is green, additional controls are not necessary.
5. If the residual risk is amber the activity can continue but you must identify and implement further controls to reduce the risk to as low as reasonably practicable.
6. If the residual risk is red do not continue with the activity until additional controls have been implemented and the risk is reduced.
7. Control measures should follow the risk hierarchy, where appropriate as per the pyramid above.
8. The cost of implementing control measures can be taken into account but should be proportional to the risk i.e. a control to reduce low risk may not need to be carried out if the cost is high but a control to manage high risk means that even at high cost the control would be necessary.

| Impact | | Health & Safety |
|--------|--------------------------------|---|
| 1 | Trivial - insignificant | Very minor injuries e.g. slight bruising |
| 2 | Minor | Injuries or illness e.g. small cut or abrasion which require basic first aid treatment even in self-administered. |
| 3 | Moderate | Injuries or illness e.g. strain or sprain requiring first aid or medical support. |
| 4 | Major | Injuries or illness e.g. broken bone requiring medical support >24 hours and time off work >4 weeks. |
| 5 | Severe - extremely significant | Fatality or multiple serious injuries or illness requiring hospital admission or significant time off work. |

| Likelihood | |
|------------|--|
| 1 | Rare e.g. 1 in 100,000 chance or higher |
| 2 | Unlikely e.g. 1 in 10,000 chance or higher |
| 3 | Possible e.g. 1 in 1,000 chance or higher |
| 4 | Likely e.g. 1 in 100 chance or higher |
| 5 | Very Likely e.g. 1 in 10 chance or higher |