

Risk Assessment - Inflatable Battle Axe Game

The Double Battle Axe game is a game designed for 2 participants at a time. Each person stands in their lane and throws 3 imitation axes at the board. The axes then stick with hook and loop material to the target board and the participants can mark their scores. The axes are made from foam and PVC material. This game is suitable for children who are able to hold and throw the axe and all able adults.



Name of Inflatable	Risk	Safety Measures	Likelihood	Severity	Risk	Extra safety measures
Double Battle Axe Game	Over enthusiastic participants	Responsible person supervising at all times. Rocking from side to side is NOT PERMITTED UNDER ANY CIRCUMSTANCES.	1	1	2	In the event of large numbers participants a trained operator should be hired with the inflatable to aid with large numbers.

Double Battle Axe Game	Struck by Flying Axe	Only 1 person to be in each lane while axes are being thrown by participant. Axes to be made from materials which are safe and be in good condition with no sharp edges. Participants to only hold the axe by its handle and how to pass an Axe. All participants must be physically able to throw an axe at the target safely, those under the age of 16 must be accompanied by an adult over the age of 18. No go zone behind throwing area to prevent spectators being stuck by axe that is let go during backswing • Axes only to be retrieved when all axes have been thrown – any spare, axes to be secured as required when axes are being collected • No open toed footwear • All participants will undergo a Safety Briefing before starting their session. • The instructor will control safety of the session throughout.	1	1	2	Adult supervision at all times
Double Battle Axe Game	Jumping over unit	Responsible person supervising at all times.	1	1	1	In the event of large numbers participants a trained operator should be hired with the inflatable to aid with large numbers.
Double Battle Axe Game	Overloading or Tipping over.	No user weighing over 90kg or 14 stone is permitted to use the equipment at any time.	1	5	5	None

Double Battle Axe Game	Adverse weather conditions.	Equipment to be switched off in heavy rain and is not permitted to be used in strong winds these conditions can be deemed a health and safety risk	Dependant on weather.	Dependant on weather.	Dependant on weather.	None
Double Battle Axe Game	Injury Through lack of supervision.	Constant supervision is required by a responsible adult.	1	5	5	None
Double Battle Axe Game	Tripping over anchorage points, electrical equipment.	Anchor points used as per manufacturer's instructions and where possible electrical cables not to cross any public pathway.	1	1	1	In the event of a large event safety fencing to be erected and cables to be covered/overhead - by the organiser
Double Battle Axe Game	Injury through incorrect positioning of equipment.	Do not move or try to reposition the inflatable under any circumstances and ensure that the anchors are in place at all times.	1	2	2	None

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Double Battle Axe Game	Petrol Blower/ Generator, Risk of fire	Blowers/generators filled with fuel before delivery, units are fire retardant, to provide a working fire extinguisher for fuel (petrol).	3	1	3	All spare fuel to be stored in suitable marked container. Inflatable switched off while refilling.
Double Battle Axe Game	Injury through 3rd party items and 3rd party bodies.	Always ensure the area surrounding the inflatable is not overcrowded.	1	5	5	None
Double Battle Axe Game	Danger of fire	No smoking or barbecues near the inflatable at any time	1	5	5	None
Double Battle Axe Game	Emergency	In the event that someone is seriously injured. DO NOT move the individual, leave the inflatable switched on and dial 999 immediately.	1	5	5	None
Double Battle Axe Game	Injury through insecure anchorage	Never use any unit without proper anchorage in place. It may be blown over in certain wind conditions. If the inflatable unit is not anchored correctly please ensure you tell a member of Splash Inflatables Ltd right away.	1	5	5	None

L=Likelihood S=Severity L*S= Risk 1=Low 5=High

Risk is worked out using numbers 1 - 5. The likelihood is given a number and this is multiplied by the number given to the severity of the risk.

The result = the risk factor. This generic risk assessment is brief and we have our own individual assessments for each individual risk, 25 being the worst possible outcome, any item reaching 25 would give serious cause for concern & we would not be able to erect the unit. It is recommended that clients undertake their own risk assessment to suit their requirements.

Robert Weir 08/08/2024

A handwritten signature in grey ink, appearing to read 'R Weir', is positioned below the printed name and date.