



**SUBJECT: Archery Tag**  
**RISK ASSESSMENT REF: AT 4 2024 V1**  
**WRITTEN BY: Stew Deards**  
**REVIEW DATE: 31 May 2024 and/or after each of the first 3 sessions**

Risk Matrix								
Risk rating guidance	Likelihood (L)	5	5	10	15	20	25	Likelihood (L) x Severity (S) = Risk Rating (RR).
		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	
		Severity (S)						
Acceptability of risk guidance	<b>High-risk: 15 – 25</b>		High-risk activities should cease immediately. Further effective control measures to mitigate risks must be introduced.					
	<b>Medium-risk: 8 – 12</b>		Medium-risks are an acceptable level based on the reduced likelihood after sufficient control measures are implemented.					
	<b>Low-risk: 1-6</b>		Low-risks are largely acceptable. Where it is reasonable to do so, efforts should be made to reduce risks further.					
Guidance. When completing a risk assessment, you should:	<ol style="list-style-type: none"> <li>1. Identify the persons at risk and the significant hazards.</li> <li>2. Calculate an initial RR for the activity.</li> <li>3. Identify risk control measures that reduce the risks to an acceptable level.</li> <li>4. Calculate a revised RR - you should consider how much safer the task will be if the control measures are followed. Here, you should consider changing both the likelihood (L) and the severity (S) ratings.</li> </ol>							
<b>Note.</b> Ideally, you should look to reduce the risks so that the task can be classified as “low-risk”.								









Likelihood	Definition	Points rating
<b>Inevitable</b>	If the work continues as it is, there is almost 100% certainty that an accident will happen, for examples: A broken stair or broken rung on a ladder, Bare, exposed electrical conductors, Unstable stacks of heavy boxes	<b>5</b>
<b>Highly likely</b>	Will happen more often than not. Additional factors could precipitate an incident but it is still likely to happen without this additional factor.	<b>4</b>
<b>Possible</b>	The accident may occur if additional factors precipitate it, but it is unlikely to happen without them.	<b>3</b>
<b>Unlikely</b>	This incident or illness might occur but the probability is low and the risk minimal.	<b>2</b>
<b>Remote possibility</b>	There is really no risk present. Only under freak conditions could there be any possibility of an accident or illness. All reasonable precautions have been taken - This should be the normal state of the workplace.	<b>1</b>

Severity	Definition	Points rating



<b>Very high</b>	Causing multiple deaths and widespread destruction eg. fire, course/building collapse.	<b>5</b>
<b>High</b>	Causing death, serious injury or permanent disability to an individual.	<b>4</b>
<b>Moderate</b>	Temporary disability causing injury (to member of the public, contractor or employees) or disease capable of keeping an employee off work for seven days or more and reportable under RIDDOR (Reporting of Injuries, Diseases and Dangerous Occurrences Regulations 1995).	<b>3</b>
<b>Slight</b>	Minor injury (to member of the public, contractor or employee), which would allow the individual to continue work after first aid treatment on site or at a local surgery. The duration of the stoppage or treatment is such that the normal flow of work is not seriously interrupted.	<b>2</b>
<b>Nil</b>	Very minor injury, bruise, graze, no risk of disease.	<b>1</b>



Personal protective equipment (PPE) assessment										
Type of PPE:										
	Head	Foot Closed toe footwear	Eye Goggles to prevent flying debris irritating the eye	Hand Gloves to protect from damage	Hearing Ear defends to protect from noise damage	Hi-Visibility Vest	RPE	Fall Arrest	L	S
SER	HAZARD	L	S	RR	WHO MIGHT BE HARMED	CONTROL MEASURES	FURTHER CONTROL MEASURES: reviewed annually to formulate Risk Reduction Plan (to be added)	L	S	RR
1	Falling/slipping whilst running or avoiding arrows. Falling and an injury being caused by the bow or arrow.	4	2	8	Players	The location is a flat, grassed field. Instructors will visually check the pitch for and remove any foreign objects or changes during opening and prior to any subsequent sessions. Players will be made aware of the risk if the grass is wet. (pre-event info and briefing) Inflatables are attached to the ground by pegs, which must be completely buried.		2	2	4
2	Injury from being hit by arrow (players).	2	3	6	Players, spectators and staff	Hitting an opponent with an arrow is the idea of the game – players will be aware of this before participating. The arrows are blunt, with foam ends, and the bows are strung in such a way to provide little power. Participants to wear face mask (as used by established operators) at all times when in the playing area, instructed in safety brief. These masks are checked before and after use. Staff/referees are always present. The playing area is defined.		1	3	3



						<p>There is a “no go zone” between the teams that cannot be entered, meaning that opponents cannot get too close to one another. Players instructed to only aim at the opposing team. Depending on the size of the group(s), there may be times when players are not taking part. If so, they either remain masked or are removed to a ‘safe zone’ away from the playing area where they are safely outside the range of arrows. All bows and arrows not in use are kept in a designated area away from spectators. Instructor to use air horn to stop play immediately if any players remove their mask or anyone enters the playing area not wearing one.</p> <p>Any players showing reckless disregard for the safety rules to have their session ended early.</p>				
3	Injury from being hit by arrow (park users).	2	2	4	Park users	<p>The game will be played in the middle of a large, fenced, field, with no footpaths. The area is a defined space. Signage will be displayed on the fences and gate to prevent park users entering the field whilst the game is operating. Instructor to use air horn to stop play immediately if anyone enters the play area not wearing a mask.</p> <p>The bows are not strong enough to shoot arrows out of the field, and the arrows and weighted at the front by the rubber stopper which means they cannot travel far.</p>		1	2	2
4	Injury from bow string to arm.	4	1	4	Players	<p>Arm guards are provided and must be worn while playing, a brief will explain how to shoot a bow safely and what to expect. Pre-event info</p>		2	1	2



						to suggest that long sleeve clothing is preferable.				
5	String or arrow becoming entangled in hair, clothing or jewellery.	3	2	6	Players	Pre-event info to include – no loose clothing or hair, loose or snagable jewellery to be removed. Long hair to be tied back. No open toed footwear and shoes must be attached securely.		1	2	2
6	Equipment Failure	3	2	6	Players	Equipment sourced through reputable company. Pre and post use checks daily. Regular inspections of equipment. Equipment that does not pass inspection to be removed from use. Players are briefed not to use an arrow that is damaged.		1	2	2
7	Unsupervised access to equipment	3	2	6	Public	Bows and arrows to be kept locked up until needed for use. Instructor to watch for arrows being lost outside the pitch during play and efforts to be taken to locate them. Equipment to be counted in and out each day.		1	2	2
8	Horseplay – physical contact on and off the pitch.	3	2	6	Players	Correct behaviour and rules to be covered in safety brief. Instructor to stop play with air horn and correct behaviour if needed. Non-playing participants to be accompanied by an instructor, and supervising adult if under 16.		1	2	2
9	Muscular injury from excessive strain.	3	2	6	Players	Suitable equipment (bows) to be offered to the players. Players to be offered the opportunity to do some warmup activities.		2	2	4
10	Poor Weather	2	2	4	Players Staff	Activity to be stopped in case of high winds, lightning storms, forest fires, as per Treetop		1	2	2



						Challenge/Adventure policy, and participants removed to the sites designated muster area.				
11	Exposure – hypothermia or dehydration	2	2	4	Players Staff	Instructors to check all participants are dressed appropriately for the weather. Drinking water to be provided on hot days. Instructors to monitor participants for signs of dehydration. On hot days, longer rest breaks to be offered.		1	2	2
12	Dirty Facemasks – contamination	2	2	4	Players, Staff	Facemasks will be treated with supplier’s recommended cleansing and disinfecting product; Vi – Bac, after each session. Players will be told to keep the same mask for the duration of the session.		1	2	2
13	Unexpected event				Players, Staff, Public	The game can be stopped with the instructors’ air horn, which will be briefed.				
14	Collision between players whilst playing	3	3	9		Briefing will include a warning of the possibility of a collision between players		2	3	6
<p>Refs  HSE Information Sheet Entertainment Sheet No 14  HSE 5 Steps to Risk assessment INDG 163  HSE A Guide to Risk Assessment requirements INDG 218  Go Ape Generic Risk Assessments</p>										