

Risk Assessment	Live 9 Events Ltd
Activity	Giant, Garden & Fairground Games Including Connect 4, Jenga, Noughts & Crosses, Kerplunk, Cornhole, Coconut Shy, Ring Toss, Sack Racing, Tin Can Alley, Ball in the Bucket, Hook a Duck, Skittles, Dominoes, Hopscotch, Giant Snakes & Ladders, Giant Twister etc.

Assessor	Molly Huthwaite	Location of Assessment	NG12 3UL
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Risk Rating Matrix (RR)	Likelihood (L)		
Severity (S)	Certain or near certain to occur (High)	Reasonably likely to occur (Medium)	Unlikely to occur (Low)
Fatality; major injury or illness causing long term disability (High)	HIGH (H)	HIGH (H)	MEDIUM (M)
Injury or illness causing short term disability (Medium)	HIGH (H)	MEDIUM (M)	LOW (L)
Other Injury or illness (Low)	MEDIUM (M)	LOW (L)	LOW (L)

Hazards	Who is at risk?	Controls in place	L	S	RR
Loading, handling and transportation of equipment (Injuries caused by: heavy lifting, unacceptable access)	<ul style="list-style-type: none"> Customers Public Employees/Staff 	<ul style="list-style-type: none"> All equipment must be handled correctly in line with manual handling. Only our staff should move the equipment. Manual handling should be reduced to a minimum by using the trolleys. Ramps & lifts to be used where required and available. All loads must be properly secured. Where required, multiple persons must handle equipment. Individuals should not undertake anything that puts themselves or anyone else at risk. Manual handling training is supplied to all staff annually. Under no circumstances shall anyone but our staff transport equipment. 	L	L	Low
Installation of equipment on site (Injury caused by: debris, tripping over equipment, related injury)	<ul style="list-style-type: none"> Customers Public Employees/Staff 	<ul style="list-style-type: none"> The operator must have clear access to the setup area. The setup area must be level and free from any rubbish, debris and sharp objects, etc. The equipment must be inspected before, during and after installation to ensure it is free from damage. Once installed, the item should not be moved by any unauthorised persons. The equipment should be set up away from any entrances or exits, ensuring it does not block any fire exits. Always follow the manufacturer's instructions for setup and break down. 	L	L	Low

		<ul style="list-style-type: none"> Any spare equipment must be tidied away and put in a safe place. 			
Operation of equipment on site (Injuries caused by: overcrowding of the area, lack of supervision, not following operating rules)	<ul style="list-style-type: none"> Customers Public Employees/Staff 	<ul style="list-style-type: none"> Always follow the user limitations for the item. Participants are to queue in front of the equipment in view of the operator, who will control the queue. Participants are not to overcrowd the area and keep a clear space around the item. Spectators should be away from the equipment and not allowed to interfere with the equipment in any way. Where our staff are present, the equipment will be operated and supervised by trained personnel at all times. In the absence of our staff, the control, supervision, and safe operation of the equipment becomes the responsibility of the hirer. A safety briefing and written operating guidance will be provided and must be adhered to at all times. 	L	L	Low
Injury through incorrect set up (Injury caused by: positioning)	<ul style="list-style-type: none"> Customers Public Employees/Staff 	<ul style="list-style-type: none"> Equipment to be set up by trained staff only. Once all items are set up a walk-around of the item is conducted by the staff member. 	L	L	Low
Overcrowding	<ul style="list-style-type: none"> Customers Public 	<ul style="list-style-type: none"> Do not allow more users than recommend by the manufacturer. Clear space maintained around each game. Queue system used where required. 	L	L	Low
Injury through equipment defect (Injuries caused by: equipment integrity)	<ul style="list-style-type: none"> Customers Public Employees/Staff 	<ul style="list-style-type: none"> All equipment has a visual inspection on set up and pack down, any dangerous defects are reported to the operator and equipment is taken out of action until required remedial works have been carried out. 	L	M	Low
Slips, Trips & Falls (Injuries caused by game pieces)	<ul style="list-style-type: none"> Customers Public Employees/Staff 	<ul style="list-style-type: none"> Games positioned away from walkways. Loose items (balls, sacks, rings) collected regularly. Play paused where required to retrieve items safely. Area kept tidy. 	L	L	Low
Falling blocks/pieces (e.g., Jenga collapse)	<ul style="list-style-type: none"> Customers Public 	<ul style="list-style-type: none"> Participants instructed to stand clear of towers during play. Safe play rules explained. 	L	L	Low
Impact from thrown or moving objects (bean bags, balls, rings, coconuts)	<ul style="list-style-type: none"> Customers Public 	<ul style="list-style-type: none"> Participants instructed to throw only toward targets. Spectators kept clear of play area. 	L	L	Low
Trapped fingers (moving parts / stacking pieces)	<ul style="list-style-type: none"> Customers 	<ul style="list-style-type: none"> Participants advised to keep hands clear when removing or placing pieces. Supervision where required. 	L	M	Low

Trips during sack racing / active games	<ul style="list-style-type: none"> • Customers 	<ul style="list-style-type: none"> • Clearly marked running area. • Participants instructed to move carefully. • Activity supervised where required. 	L	M	Low
Water hazards (Hook a Duck)	<ul style="list-style-type: none"> • Customers • Public 	<ul style="list-style-type: none"> • Water trays kept shallow and supervised. • Spillages cleared promptly to prevent slips. 	L	M	Low
Collisions between participants (races / Twister / hopscotch)	<ul style="list-style-type: none"> • Customers 	<ul style="list-style-type: none"> • Adequate space provided between activities. • Number of participants controlled for each game. 	L	M	Low
Overstretching / loss of balance (Twister, hopscotch)	<ul style="list-style-type: none"> • Customers 	<ul style="list-style-type: none"> • Participants advised to play within their ability. • Activity stopped if unsafe. 	L	M	Low
Equipment misuse (climbing, throwing items improperly)	<ul style="list-style-type: none"> • Customers • Public 	<ul style="list-style-type: none"> • Participants instructed not to climb on equipment or throw items outside intended use. • Staff/organiser may stop unsafe behaviour. 	L	M	Low
Uneven ground causing trips or instability	<ul style="list-style-type: none"> • Customers • Public 	<ul style="list-style-type: none"> • Ground checked prior to setup. • Games only placed on level, suitable surfaces. 	L	M	Low
Unsupervised use	<ul style="list-style-type: none"> • Customers • Public 	<ul style="list-style-type: none"> • Equipment should be supervised by the hirer or a responsible adult at all times when not operated by our staff. 	L	H	Medium

Date of Assessment	05/06/2025	Status	Complete
Re-assessment Date	26/03/2026	<i>M.Huthwaite</i>	Molly Huthwaite