



# Nerf Wars- Risk Analysis and Management

Risk Analysis		Management				
Hazard/Harm	Risk severity (Initial)	Control (Eliminate/ Minimise)	Action	Risk severity (residual)	SOP	Accepted
People: not wearing safety glasses	12	M	Must wear glasses during game	8	All players must wear safety glasses during game	Yes
People: Observers	12	M	Stay out of area	8	Nerf Wars to be done in the designated area All observers to stay out of the designated area during sessions	Yes
People: Emotional harm due to being shot at	12	M	Under 7 not recommended to shoot each other Option to sit this activity out	6	It is the CYC recommendation that children 7 years and under only shoot targets not each other Respect the right of players to stop and sit this activity out	Yes
Equipment: Running into obstacles/ other people	12	M	Participants to stay off obstacles and advise of hazard	6	Stay off obstacles Be aware of obstacles and others running around	Yes
People: Miss use of equipment	12	M	Supervised activity	4	1 Activity Supervisor to 15 participants	Yes
People: Impairment of Supervisor	6	E	CYC Staff to look out for signs of impairment	3	-	Yes
Equipment: Damage to equipment	1	M	CYC Staff to check prior to putting out gear	1	-	Yes
<p><b>Emergency procedures</b></p> <p>Stop activity, assess situation, administer first aid, call emergency services if necessary, notify camp organisers and camp staff</p>						



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<b>Equipment</b>	Activity SOPs Nerf guns, bullets, glasses
<b>Competencies for Activity Sign Off</b>	<ul style="list-style-type: none"><li>• Be able to manage a group of participants 1:12</li><li>• Follow the Activity Instructions</li><li>• Actively supervising the participants</li><li>• Looking out for unsafe actions</li><li>• Know where to get help/locate CYC Staff or group organizers</li><li>• Know how to use glasses and guns</li></ul>
<b>Final decision on implementing activity</b>	<b>ACCEPTED by CYC Director</b>
<b>Comments</b>	Circumstances can change quickly, supervisors need to be diligent in their task, and respond as needed.