



Nerf Wars- Risk Analysis and Management

Risk Analysis		Management				
Hazard	Risk severity (Initial)	Control (Eliminate/ Minimise)	Action	Risk severity (residual)	SOP	Accepted
People: not wearing safety glasses	12	M	Must wear glasses	8	All players must wear safety glasses during game	Yes
People: Observers	12	M	Must wear safety glasses	8	All observers must wear safety glasses in designated area during sessions	Yes
People: emotional	12	M	Under 5 not recommended, respect right to sit out	6	It is the CYC recommendation that children 5 years and under only shoot targets not each other.	Yes
Equipment: Obstacles	12	M	Stay off obstacles, check floor	6	Check floor surface and obstacles before use Stay off obstacles	Yes
People: Poor supervision	12	M	Signed off and checked during use	4		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

Emergency procedures

Stop activity, assess situation, administer first aid, call emergency services if necessary, notify camp organisers and camp staff



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