



RISK ASSESSMENT

Location / Task assessed	School Group - Whole Attraction	Date of Assessment	25-Nov-21
Location/Department	All Areas	Review date	25-Nov-22
Risk Assessors	Lee Cranney	RA number	25
		Revision No.	

Likelihood

		1	2	3	4	5
Severity	1	1	2	3	4	5
	2	2	4	6	8	10
	3	3	6	9	12	15
	4	4	8	12	16	20
	5	5	10	15	20	25

Likelihood x Severity = Risk Rating

Likelihood	Severity	Rating	Action
5=inevitable	5=Fatality or major injury	Over 20	Intolerable risk - Immediate action required.
4=highly likely	4=Serious injury resulting in days lost	15-19	Substantial risk - action within 1 week, consider suspending work.
3=possible	3=Possible hospital treatment	10-14	Moderate risk - All actions to be completed within 1 month.
2=unlikely	2=First Aid may be required	6-9	Tolerable risk - All actions to be completed within 3 months.
1=highly unlikely	1=Unlikely to cause harm	5 and below	Trivial - Risk considered LOW; implement action if indicated

Key for table abbreviations:-
L = Likelihood;
S = Severity;
RR = Risk Rating

Hazard Prompt List (Not Exhaustive) :

Workplace: adverse weather, cold surfaces, collision, confined space, fall from ht., falling objects, fire, glare, hot surfaces, inadequate access, noise, operation of vehicles, poor lighting, sharps, significant noise, significant vibration, slip/trip/fall, structural collapse, stressful environment, unsafe storage, unstable stacking.

Ergonomic: manual handling, poor ergonomics, repetitive motion, overreaching

Agents: biological substances, explosive substances, flammable fluids, flammable gas / mist / fumes / dust, hazardous fluids, hazardous gas / mist / fumes / dust, ionising / non-ionising radiation, lasers, UV light.

Equipment: compressed air, crushing, cutting / severing, drawing-in / trapping, entanglement, friction / abrasion, high pressure fluid injection, impact, shearing, slips / trips / falls, stabbing / puncture, stored energy,

Electrical: direct electrical contact, electro-magnetic effects, electrostatic phenomena, indirect electrical contact, short circuit / overload, electrical source of ignition.

Task Stage	Hazards/Issues Identified	Persons at Risk (i.e., Staff, Guests, Contractors)	Existing Controls	S	L	Risk Rating	Further Controls Required to Reduce RR (If Any)				S	L	Residual Risk Rating	
							What	By Whom	By When	Completed (Y/N)				
DAILY PPM CHECKS (delete if not applicable)														
	Electric shock from electrical appliances	Guests	All electrical equipment to be pat tested to ensure it is safe to use, covered and/or hidden. No need for guests to be using electrical equipment.	3	1	3								0
	Tripping over structures around the camp areas	Guests	Camp areas have lights around the camp that highlight potential tripping hazards	3	1	3								
	Guest becoming fatigued or dehydrated	Guests	First Aider onsite daily Suitable sanitary facilities are in place. Free water available for guests	3	1	3								0
	Items being dropped from height onto staff/Guests below	Guests	Guests reminded to have nothing in their pockets that can fall out. Lockers are provided	2	1	2								0
	Slip, Trips, falls within retail area and the attraction.	Guests	Staff should be mindful of where items are placed in the participant areas, particularly in the main activity area. Daily checks will ensure all routes are clear. Staff will supervise retail areas.	2	2	4								0
	Accessibility turnstile opening onto people	Guests	Staff mindful of Guests being too close to the gate as it opens	3	1	3								0

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							What	By Whom	By When	Completed (Y/N)			
General	Trapping fingers between partitions	Guests	Guests asked not to mess with the barriers, staff will supervise these areas.	3	1	3							0
	Guests bumping into shelves	Guests	Guests asked not to run in reception and retail areas, staff will supervise these areas.	3	1	3							0
	Lighting in show mode can make visibility difficult causing slips, trips & falls	Guests	Guests will receive a briefing where the staff member will make them aware that some surfaces are uneven and areas are darkened due to the theming & that they must be cautious when moving around the jungle.	3	1	3							0
	Equipment or personal belongings left on floor area	Guests	Guests are provided with lockers to place personal belongings in and reminded to bring equipment such as harnesses and helmets back to Kit Shack for safe storage	3	1	3							0
	Lockers close quick if not fully opened, can cause trapped fingers	Guests	Lockers are designed to have a soft close mechanism. Staff complete checks on lockers daily to ensure they are functioning correctly.	3	1	3							0
	Tripping on red carpet	Guests	This area is well lit up and visible for guests. Guests will be notified in chinook brief to be cautious while moving around the attraction.	3	1	3							0
	Raised campfire, benches, chests & scenery , potential trip hazard	Guests	During chinook brief staff will notify guests to be cautious while moving around the jungle.	3	1	3							0
	Scavenger hunt star placed directly behind seating area, trip hazard.	Guests	During chinook brief staff will notify guests to be cautious while moving around the jungle.	3	1	3							0
	Window Partition on Outback Shack could hit someone	Guests	Partition hooked in place to prevent it from swinging & area has better lighting.	3	1	3							0
	Fire or Evacuation Required	Guests	Staff members are trained in the event of a fire or evacuation, they will support guests needs during this time.	3	1	3							0
Activities	Guests wearing inappropriate clothing, footwear or Jewelry.	Guests	All Activities have a health and safety notice board which show the requirements for that activity. Guests will receive a briefing where they will be told what items are not suitable for activities. Staff will monitor and ask guests to remove or change items if necessary.	5	1	5							0
	Guests unable to fit in harness or helmet	Guests	To complete activities guests must be able to safely fit into the appropriate PPE. There are height and weight restrictions that guests must meet to be able to participate in the activities.	1	4	4							0
	Guests getting injured during activity or having ongoing medical issues.	Guests	Staff will provide guests with a brief for each activity. Each activity has a health and safety board which guests will be made aware of during the chinook brief. Staff will supervise guests during activities and PPE will be worn when necessary. There are several first aid trained staff members in case of a first aid situation. Each activity has a health and safety board which outlines all medical requirements. Guests also sign a waiver which outlines medical restrictions.	3	1	3							0
	Guests getting stuck on an activity	Guests	There is a staff member onsite responsible for rescuing guests. Staff operating each activity are trained specifically for recognising and supporting guests that are stuck.	3	1	3							A
	Guests becoming scared on an activity	Guests	Staff members are trained to support guests that are scared, on occasion a rescued trained staff member can support and remove the guest from the activity.	1	3	3							0
	Damage to equipment or activity structure	Guests	Staff complete a thorough check on all activities prior to the attraction opening, staff will monitor equipment and activities throughout the day.	5	1	5							0
	Participants intoxicated or under influence of drugs	Staff/Guests	Participants observed when briefed and not allowed into the attraction if they are intoxicated or under the influence of drugs. Staff will refuse admittance to anyone under the influence of alcohol or drugs. All guests will have signed a waiver upon booking and confirmed the waiver before entering the attraction.	3	1	3							0

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						0							0
						0							0
						0							0
						0							0
						0							0
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