

X-Shot 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	М	Must wear safety glasses	8	All players and observers in the x-shot marquee must wear safety glasses during the game	Yes
People: Observers	12	М	Must wear safety glasses	8	All observers must wear safety glasses in marquee area during sessions	Yes
People: Emotional	12	М	Under 5 not recommended, respect right to sit out	3	It is the CYC recommendation that children 5 years and under only shoot targets not each other. Respect the right of players to stop and sit this activity out	Yes
Equipment: Obstacles	12	М	Stay off obstacles, check floor	6	X-Shot Wars to be done in the designated area Check floor surface and obstacles before use; Be aware of obstacles and others running around Do not climb off obstacles	Yes
People: Poor supervision	12	М	Signed off supervisor and checked during use	4	1 Activity Supervisor per 12 participants	Yes
People: Impairment of Supervisor	6	E	CYC Staff to look out for signs of impairment	3	-	Yes
Equipment: Damage to equipment	2	М	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, and fill out an incident form when practicable.

Equipment	Activity SOPs
	X-Shot guns, foam bullets, glasses





X-Shot Wars- Risk Analysis and Management

Competencies for Activity Sign Off	 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 x-shot 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.

