



Campaign Paintball Park – Risk Assessment

Hazard	Who concerned	Procedure
Paintball	All Involved	<ol style="list-style-type: none">1. All participants will be given a briefing (Pep Talk) before any Games activities/games commence.2. No players will be able to handle any paintball guns prior to pep talk or issue of safety equipment (goggles, overalls).3. No participants may enter into any game area or gun issuing area for playing, viewing or passing through without wearing protective goggles (issued only by/checked by a Campaign member of staff).4. All players must sign disclaimers stating their age.5. No players are allowed to climb trees.6. All protective equipment (goggles) to be checked each morning to check for defects/cracks in lens quality before issue.7. All games are patrolled and monitored (marshalled) by a maximum of 1 member of Campaign staff to 15 players and a minimum of 1 member of staff to 20 players.7. A member of first aid qualified staff to be on site at all times during any game activity. Site safety signage is posted in and around the safe zone (muster area between games) which must be adhered to by players at all times.8. Although splats on the head are counted, players are asked to not intentionally aim for the heads of other players.9. No guns other than Campaign guns are allowed to be used onsite unless by prior permission. Guns must then be checked and chronographed on the game day by a member of staff.10. Juniors (11 – 16 years) are not to be mixed with adult groups unless authorized by an adult in charge of the junior group.



Hazard	Who concerned	Procedure
Weather	All Involved	<ol style="list-style-type: none">1. The only time Campaign will cancel/postpone/delay games is during a lightning storm or when Campaign staff consider the wind to be strong enough to uproot trees.2. After and during rainfall all players are advised not run and to take extra care on all game fields.
Rental Equipment	All Involved	<ol style="list-style-type: none">1. No Guns are allowed into the safe zone or past the gun hut. Hoppers/ammo pods are to be removed from the gun by each player before handing the gun in. All guns are checked weekly for velocity readings and defects to UKPSF guidelines to a maximum of 300 fps.