

## Risk Assessment for Fun Run

### Putting up and taking down the Fun Run

What are the hazards?	Who might be harmed and how?	Likelihood 1 = not likely 2 = likely 3 = very likely	Level of harm 1 = minor injury 2 = moderate injury 3 = serious injury	Action that will be taken to prevent this hazard	Responsible person who will make sure that action is taken
Fun Run is very heavy to lift and manoeuvre	Those who are transporting the fun run, putting it up, or taking it down could injure their backs	2	1	At least two people will collect, lift or move the fun run and the trolley will be used wherever possible  Advice will be given on correct lifting procedures to prevent injury (using guidance from <a href="http://www.hse.gov.uk">www.hse.gov.uk</a> or other sources).  At least two people will roll up the fun run, following the instructions, and secure it with the strap provided	
Long electric power cable	Those who are setting up other stalls at the event	2	1	Secure the power cable to the ground as soon as it is laid down, and do not	

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	could trip on the cable			remove the tape until cable is due to be wound up	
Damage to the electric power cable	Anybody who touches the damaged cable could be electrocuted	1	3	Unroll the electric cable, and check the full length of the cable, plus any plugs or sockets  Ensure that the power cable is plugged into power supply that has a trip switch OR use the power breaker supplied	
Heavy duty stakes to be driven in using mallet, and removed at the end of the day	Those banging in the stakes could hit their hands  Others in the area could be hit with the mallet	2  1	1  2	Hold the stakes halfway down when banging them in  Knock the stakes sideways using the mallet before trying to pull them out  Make sure the area is clear of other people	
The Fun Run is wet when it's put away	Those rolling the Fun Run up could be injured as it will be slippery and heavier if wet.	2	2	If possible, the Fun Run will be dried out before it is put away  At least 2/3 people will put away and lift the Fun Run if it's wet	

## Using the Fun Run:

### The Fun Run needs to be supervised at all times

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Adults or older children jumping on the Fun Run	Adults and older children could jump over the sides of the Wall.  Adults and older children throwing themselves heavily against the walls, making the Fun Run move (indoors).  The seams of the Fun Run could split causing it to deflate very quickly and injure all of those who are on it	2	3	The height restriction of 1.5m will be strictly enforced by those running the game	
Larger children colliding with smaller children	Smaller children could be injured	2	3	Children will be grouped by age, and limited to 8 children at any one time. A continuous flow of participants through the Fun Run is preferred.	
Children jumping off or falling off the front or slide exit on the Fun Run	Children could be seriously injured	1	3	Crash mats will be put down in front of the entrance and exit  At least one adult will be supervising at all times	
Children colliding with each other whilst on	Children could be injured	3	1	Those supervising the Fun Run will ensure that children do not bump into	

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the Fun Run				each other or become overly boisterous	
Sharp objects that could puncture the Fun Run	Children on the Fun Run could be injured by sharp objects on the Fun Run or if the Fun Run got punctured and deflated	1	3	The Fun Run will not be set up on loose gravel or chippings and will be checked thoroughly before it is used  Children will be asked to remove their shoes and any other sharp objects before they go on the Fun Run	
Anchor points becoming untethered	The Fun Run could move or tip, causing injury to the children on it, or anyone standing near it	1	1	The Fun Run will not be put up if the wind exceeds Force 5, i.e. small trees sway (not just their branches)  The Fun Run will be tethered securely to the anchor points	
Anchor points and other equipment around the outside of the Fun Run (such as the trolley)	People could trip over any of these items and injure themselves	1	1	Those setting up the Fun Run will mark off the blower area with fencing, hazard tape or cones and any additional items moved away from the castle	
Fun Run blower on ground near the Fun Run	People could trip over the blower and injure themselves, or cut off the power and cause the Fun Run to deflate	1	3	Those setting up the Fun Run will mark off the blower area with fencing, hazard tape or cones	

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Fun Run gets wet	Children might slip and injure themselves	2	2	The Fun Run will not be used if it rains, and will be dried completely before children are allowed on it  Food and drink will not be allowed on or near the Fun Run	
Using a petrol generator (the Fun Run is supplied with an electric cable, but it can be used with a generator)	If other appliances are run from the petrol generator there could be a reduction in power to the Fun Run which could cause it to deflate  The generator could catch fire, injuring those near it	2	3	No other appliances will be plugged into the generator    A fire extinguisher will be kept near the petrol generator	
People going on the Fun Run after the event has finished and it is no longer being supervised	People could disregard the guidelines for safe use of the Fun Run, and injure themselves or others. If they were injured, there may not be anyone nearby to help them.	2	3	The Fun Run will be supervised all the time that it is inflated, and will be taken down as soon as possible after the event has finished.	
Danger of unnecessary injury	People who have a history of illness, anyone feeling unwell or suffering the side effects of alcohol or drugs or anyone pregnant	1	5	No user who is pregnant, feeling unwell or suffering from side effects shall be permitted to use the equipment.	

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Overloading or tipping over	People using the Fun Run could become endangered	1	4	No user weighing over 90kg or 14 stone is permitted on the equipment at any time. Running from side to side is STRICTLY FORBIDDEN.	
Choking	People using the Fun Run could choke on food or drink	1	5	Food and drink is STRICTLY FORBIDDEN on or near the Fun Run	
Injury through third party items	People using the Fun Run could get injured from jewellery, glasses etc	1	4	All shoes, glasses, jewellery, badges MUST be removed before using this inflatable.	
Danger of fire	People using the castle if it catches fire	1	4	No smoking or barbeques near the inflatables at any time.	
Danger of falling from height	People may fall off the sides and hurt themselves	1	4	Climbing, hanging or sitting on the walls is DANGEROUS and must not be allowed at any time	
Injury to third party and spectators	People should never stand too close to the Fun Run	1	5	Ensure the area around the Fun Run is not overcrowded	

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Emergency	People who may become seriously injured	1	4	In the event of a serious injury, DO NOT move the individual, leave the inflatable switched on and dial 999 immediately	