

## Climb Vertigo

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Archery Tag/ Combat Archery risk assessment

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<b>Risk</b>	<b>How it is Managed</b>
Flying Tag Arrows - Hitting people	Masks worn at all times during game play. Players are shown all safe zones around the arena and told not to engage anyone in these areas at any time. Referee stops play with a whistle at the first sign of any rules listed in the operating procedures not being obeyed. a safe zone for players inside and a close limit for spectators is set in place.
Ground Pegs - Trips and falls	Players must wear suitable footwear at all times while playing. Pegged bunkers and targets are identified to players in safety brief.
Archery Bow - Inner elbow slapping	Players are shown by instructors how to use a bow and arrow to minimise 'bow string slap'. Players advised to wear long sleeved clothing. Wrist guards are optional but made available to all players without long sleeves.
Slips and Trips	Briefed and managed by referee to minimise injury. All slipping/tripping hazards removed or clearly identified. All playing fields are regularly walked to identify and mark any new hazards
Exhaustion and Heat - Fast paced game play	Short games, making sure all players have access to drinks during break times.
Cuts from equipment or stray objects	Instructors regularly to inspect game area for stray objects. Equipment properly maintained and damaged equipment removed from circulation.