

RISK ASSESSMENT

QUASAR ELITE RISK ASSESSMENT FOR VISITING GROUPS

Quasar is a physical activity for players over the age of 7.

The playing area is a semi-dark labyrinth of approx. 5000 sq feet.

We take the health and safety of our staff and customers very seriously and have a regularly reviewed risk assessment for both staff and players, this is reflected in our extremely low accident rate of around 0.3% - the vast majority of which are minor bumps and scrapes.

We have three safety rules for players and it is important that they are adhered to during play. These rules will be clearly explained before games commence during the game briefing but it is helpful if group organisers can instil these rules in the minds of players beforehand:

NO RUNNING

NO PHYSICAL CONTACT

NO CLIMBING OR CRAWLING

We reserve the right to remove any player who we think is not complying with any of the above.

BELOW ARE DETAILS OF THE MAIN RISKS PERTAINING TO VISITING GROUPS.

Risk: Players behaving in a dangerous manner while in a game

Prevention: All players will receive a game briefing including safety rules. Any player found breaking the rules or behaving in a dangerous manner will be removed from the game. We also advise that a responsible adult member of your group assists with player supervision during games.

Risk: Tripping or falling during game due to unsuitable footwear, or running.

Prevention: We advise all players to wear flat-soled shoes, preferably trainers. Anyone wearing high heels etc will not be allowed to play. Safety rules state that there is to be no running in the playing arena. We also check the playing arena on a daily basis for any hazards.

Risk: Possible reaction to smoke fluid used to generate mist in the playing area.

Prevention: We only use high quality, water based smoke fluid. We have checked with the manufacturers for toxicity, which they have confirmed, is none in our playing environment.

Risk: Heavy guns for younger players

Prevention: Shoulder/Neck straps put on gun and must be worn. Players will be asked to put them on and if necessary removed from the game if they do not comply.

Risk: Wet floors from mopping.

Prevention: Floors only mopped in the morning or evening when there are no customers in the reception. If mopping is necessary while customers are on site (due to spillage, etc) a "Caution Wet Floor" sign will be placed in the appropriate area.

Risk: Slipping on ramps in the arena

Prevention: Grip spray put down regularly and hazard tape. Also unlikely if players obey safety rules (no running).

Risk: Broken scenery in playing arena

Prevention: Arena checked every morning, evening and throughout the day. Any problems are fixed immediately.

Risk: Customers becoming violent.

Prevention: Staff are advised that in this circumstance players will be removed from the game immediately and if necessary the Police will be called.

In Conclusion:

The operators of Quasar have been involved in the industry for over 20 years. Safety was one of our main concerns when designing the site and it has many safety features and systems built in.

Despite all efforts, accidents do still occasionally happen as with any other activity. Most accidents that occur at our site are generally minor and are almost always caused by players ignoring or breaking safety rules.

With this in mind we advise schools and other such groups visiting our facility to have a member of staff on hand to assist in the marshalling of games, if necessary to ensure unruly players are identified and removed.