

# SKY'S THE LIMIT ENTERTAINMENT

## RISK ASSESSMENT - Giant Games (Non Inflatable) Revised: 29 March 2025 Author: R. Hanlon

Hazard	Risk	Existing Controls	Likelihood 1 - 5	Severity 1 - 5	Risk Score 1 - 5	Further Action
Giant Games	Over enthusiastic participants	Responsible person to supervise at all times	3	2	2	If event has a large attendance more supervisors should be supplied to assist
Giant Games	Over crowding	Responsible person to supervise at all times Reduce player numbers and spectators	2	1	3	Reinforce number of users as per guidelines
Giant Games	Danger of being struck from gaming parts	Responsible person to supervise at all times. Stand clear of stackable gaming parts. Do not throw independent gaming parts. Gaming parts must remain localised with the game.	2	1	2	None
Giant Games	Adverse weather	Equipment not to be used in high winds over 24mph (including gusts) and heavy rain	2	1	1	Quarantine unit from use until conditions improve
Giant Games	Injury from hard surfaces	Use on a level grassed area preferably On hard standing use care	1	1	1	None
Giant Games	Injury from poor supervision	Responsible person to supervise at all times Do not use without adequate supervisors present	1	1	1	If event has a large attendance more supervisors should be supplied to assist
Giant Games	Tripping over anchor points / auxiliary equipment	Secure all anchor points where applicable	1	1	2	None
Giant Games	Injury through incorrect positioning	Equipment installed correctly in a safe level position. Never attempt to reposition the unit	1	1	2	None
Giant Games	Choking	No foods / chewing gum / drinks on active games	1	2	1	None
Giant Games	Third party injury	N/A				N/A
Giant Games	Historical injury	No user should have a history of back or neck problems, have heart issues, is pregnant, is under the influence of drugs / drink or feeling unwell	2	2	2	None
Giant Games	Inflation with combustion engine / gennie	N/A				N/A
Giant Games	Emergency	In the event of a serious injury do not move the individual and call First Aid / dial 999	1	2	1	None