

# Amusement Games Risk Assessment

## GENERAL INFORMATION:

Company / organisation:	(Insert company name).	ABN:	(Insert)
Address:	(Insert)	State:	(Insert)
Activity:	Amusement games installation and operation for catch a duck, bucket game, bust a balloon and laughing clowns.		
Date developed:	(Insert)	Developed by:	(Insert)
RA approved by:	(Insert)	Date of next review:	(Insert)

## REQUIREMENTS:

Person(s) responsible for implementing and monitoring the risk assessment:	(Insert)
Applicable legislation and compliance references:	<p>Work Health and Safety Act 2011 (ACT, NSW, QLD) 2012 (SA, TAS), 2020 (WA)</p> <p>Occupational Health and Safety Act 2004 (VIC)</p> <p>Work Health and Safety (National Uniform Legislation) Act 2011 (NT)</p> <p>Work Health and Safety Regulations 2011 (ACT, QLD), 2012 (SA, TAS), 2017 (NSW), 2022 (WA)</p> <p>Occupational Health and Safety Regulations 2017 (VIC)</p> <p>Work Health and Safety (National Uniform Legislation) Regulations 2011 (NT)</p> <p>Code of Practice – How to manage work health and safety risks</p> <p>Code of Practice – Work health and safety consultation, cooperation and coordination</p> <p>Code of Practice – Managing the risks of plant in the workplace</p> <p>Code of Practice – Managing the risks of plant in the workplace (2022)</p> <p>Australian Standard 3533 (series) – Amusement rides and devices</p>
Training and induction requirements:	Staff induction, customer / patron information / instruction and risk assessment briefing.
Plant and equipment requirements:	Plant and equipment fit for purpose, compliant with Australian Standards and compliance certified by an engineer. Transport vehicle, electrical leads and trailers maintained and fit for purpose.
Personal protective equipment requirements:	Personnel involved in the setup and dismantle are required to wear enclosed footwear and gloves as required.
Inspection requirements:	Staff or nominated personnel to inspect general areas and devices to address safety hazards and maintain housekeeping.
Chemicals and safety data sheets:	Oils and lubricants / maintenance consumables.

RISK ASSESSMENT MATRIX:

The risk assessment matrix is used to assess the inherent and residual risk score using the likelihood and consequence risk criteria.

		Consequence				
		1	2	3	4	5
Likelihood		Insignificant No injuries, no environment impact, no reputational impact, negligible financial loss.	Minor First aid treatment, short-term environment impact, minimal reputational impact, minor financial loss.	Moderate Medical treatment or hospitalisation, medium-term environment impact, localised reputational impact, moderate financial loss.	Major Permanent injury, long-term environment impact, loss of operational capability, adverse reputational impact, major financial loss.	Catastrophic Death or irreversible environment effect, national reputation damage, catastrophic financial impact.
5	Almost certain The event is expected to occur in most circumstances	Moderate	Moderate	High	Extreme	Extreme
4	Likely The event will probably occur in most circumstances	Low	Moderate	High	Extreme	Extreme
3	Possible The event should occur at some time	Low	Moderate	Moderate	High	Extreme
2	Unlikely The event could occur sometime	Low	Low	Moderate	Moderate	High
1	Rare The event may occur only in exceptional circumstances	Low	Low	Low	Moderate	Moderate

SAMPLE - INTENTIONALLY FADED

HIERARCHY OF CONTROL

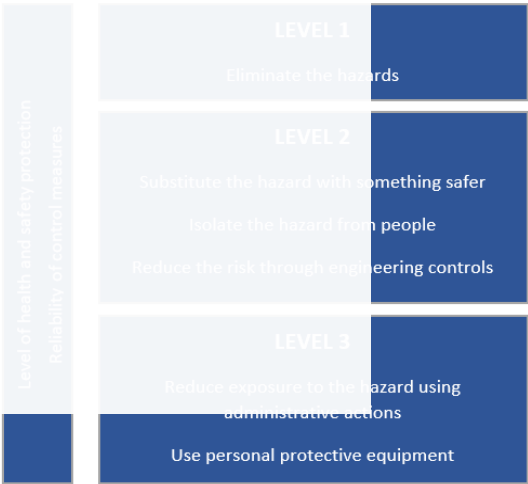
Risk actions including escalation, management and monitoring will be determined by the risk assessment.

Risk Actions	
Risk	Actions
Extreme risk	Immediate senior management actions, planning and robust controls required.
High risk	Management attention, rigorous controls and close monitoring required.
Moderate risk	Management monitoring and controls required.
Low risk	Acceptable with routine procedures and periodic review.

HIGHEST



LOWEST



## RISK ASSESSMENT:

Assess the likelihood (L) and consequence (C) of the inherent risk score (before treatment) and residual risk score (after treatments) using the risk assessment matrix.

Activity / Focus Areas: (break down the activities)	Risks: (what could happen or go wrong)	Inherent Risk: (what is the risk before controls)			Risk Treatments and Controls: (how are the risks managed)	Residual Risk: (what is the risk after controls)			Responsibility: (who is responsible)
		L	C	Risk		L	C	Risk	
Insurances	Insurances not in place exposing the company to potential or actual direct financial and legal liability for harm or property damage.	L3	C4	High	<ul style="list-style-type: none"> <li>Public liability insurance placed.</li> <li>Workers' compensation insurance placed.</li> <li>Asset / property insurance placed.</li> <li>Other insurances placed as required.</li> </ul>	L1	C4	Moderate	Management
Indemnity	Terms, conditions and restrictions not established or communicated with customers / patrons.	L3	C4	High	<ul style="list-style-type: none"> <li>Terms and conditions established and communicated with customers / patrons.</li> <li>Information and safety signage installed</li> <li>Supervision and management of amusement operational areas and activities.</li> </ul>	L1	C4	Moderate	Management
Working with children	Staff are not checked or do not hold a current working with children / blue card resulting in a child safety exposure or incident.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>All staff required to hold a current working with children check / blue card.</li> <li>Renewal of blue cards when they are approaching expiry date.</li> <li>Staff trained on child safe behaviours, conduct and incident reporting procedures.</li> </ul>	L1	C3	Low	Management
Staff / operator training and competency	Staff not trained on company policies, customer service, safe amusement device operation, compliance and emergency procedures resulting in an incident, injury and or property damage.	L3	C4	High	<ul style="list-style-type: none"> <li>All staff / operators are inducted / trained on company policies including safety, compliance, emergency and customers / patron safety.</li> <li>All staff / operators trained on correct / safe operation of amusement devices and emergency procedures.</li> <li>Annual refresher training is conducted.</li> </ul>	L1	C4	Moderate	Management
First aid and emergency management	Emergency management plan and provisions not established or maintained inhibiting / delaying a response to an emergency situation.	L3	C5	Extreme	<ul style="list-style-type: none"> <li>Amusement game operators trained in first aid (at least one person onsite).</li> <li>First aid kit and injury register available / in close proximity to amusement game.</li> <li>Fire extinguisher with current maintenance tag in close proximity to amusement game.</li> <li>Emergency management and evacuation procedures in place for amusement games.</li> <li>Staff trained on enacting / implementing emergency and evacuation procedures.</li> <li>Emergency procedures communicated with customers / patrons prior to use of amusement game where required.</li> <li>Staff / operators informed of emergency evacuation point.</li> </ul>	L1	C5	Moderate	Management

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		L	C	Risk		L	C	Risk	
Contractors and third parties	Contractor and third-party compliance requirements not established or effectively implemented resulting in contractors operating without the required safe systems or works, qualifications or insurance coverage.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>Engagement or reputable providers</li> <li>Certificates of insurance are collected</li> <li>Risk assessments / documentation are collected and reviewed (for high-risk activities)</li> </ul>	L1	C3	Low	Management
Aggressive behaviour or violence	Staff and or customers / patrons exposed to aggressive or violent behaviour resulting in physical or psychological harm.	L3	C4	High	<ul style="list-style-type: none"> <li>Emergency procedures in place for aggressive / violent behaviour.</li> <li>Staff trained on dealing with aggressive behaviour.</li> <li>Staff to contact the police if there is a threat or act of violence (occupational / domestic).</li> </ul>	L2	C4	Moderate	Management Operators Authorities / police
Manual handling	Poor manual handling practices when loading, unloading, setting up and packing up amusement devices resulting in musculoskeletal injury / soft tissue injury.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>Correct training in manual handling</li> <li>Delivery of equipment as close as possible to set up areas (if safe and approved)</li> <li>Operators understand and follow manual handling guidelines.</li> <li>Warm/up stretches and rotation of manual tasks between operators</li> <li>Using mechanical aids when available.</li> <li>Assign staff to reduce repetitive movements.</li> </ul>	L2	C3	Moderate	Management Operators
Cleaning and hygiene	Mould, moisture or fluids in, around or on games resulting in a slip hazard exposure, health hazard exposure or subsequent incident / injury.  Using incorrect cleaning agents on games resulting in corrosion or damage.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>Daily cleaning of entire surface of game / high frequency touch points to public.</li> <li>Cleaning of any spills, fluids or solids on or surrounding area.</li> <li>Only using the recommended cleaning products as per manufacturers manual.</li> <li>Staff / operators to ensure game is clean and dry before being packed away.</li> <li>Trailer stored appropriately away from weather elements.</li> </ul>	L2	C3	Moderate	Management Staff
Personal protective equipment	Staff / operators not wearing correct PPE during set up / dismantle or operation of amusement games trailer resulting in injury.  Staff / operators exposed to sun / heat and not wearing sun smart PPE resulting in sunburn and or dehydration.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>Management to advise staff / operators of correct / mandatory PPE when inducted.</li> <li>Staff / Operators to wear appropriate PPE at all times including set up / dismantle and amusement games.</li> <li>Sun smart PPE implemented by management including sunscreen, hats and regular hydration.</li> </ul>	L2	C3	Moderate	Management Operators

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		L	C	Risk		L	C	Risk	
Amusement games compliance	Amusement games non-compliance with Australian Standards resulting in asset defect or failure, customer / patron injury / death and or voidance of insurance.	L3	C4	High	<ul style="list-style-type: none"> <li>Manufacturing and testing in accordance with Australian Standard 3533 (series) – Amusement rides and devices.</li> <li>Certificates of conformity obtained from manufacturer.</li> <li>Annual registration with Regulator and or engineering inspection / conformance verification certificate.</li> </ul>	L1	C4	Moderate	Management
Maintenance	Amusement games not adequately inspected or maintained resulting in critical failure and serious injury to patron and or property damage.	L3	C4	High	<p style="text-align: center;">SAMPLE - INTENTIONALLY FADED</p> <ul style="list-style-type: none"> <li>Daily inspections completed by staff / operators prior to customer / patron use.</li> <li>Post-setup inspection and safety checks prior to allowing use (following the game inspection checklist / MFG instructions).</li> <li>Regular inspection, lubrication and maintenance of moving parts and</li> <li>Annual maintenance inspection by a competent person.</li> <li>Major inspections completed in accordance with manufacturer and Australian Standards requirements.</li> <li>Routine maintenance in accordance with manufacturers manual and maintenance schedule.</li> <li>Routine and corrective maintenance where issues, damage and defects are identified.</li> <li>Prevention of any unsafe or damaged amusement game from being used.</li> <li>Regular completion of logbook and maintenance records in accordance with maintenance schedule / MFG manual.</li> <li>Electrical inspection / test and tag of portable electrical equipment and RCD for mains.</li> </ul>	L1	C4	Moderate	Management

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		L	C	Risk		L	C	Risk	
Transporting amusement games	Motor vehicle accident, amusement game not secured correctly or signed if parts hanging off trailer resulting in serious road incident, property damage and or fines.	L3	C4	High	<ul style="list-style-type: none"> <li>Operator has a current and appropriate drivers licence and is confident travelling with a trailer / towing.</li> <li>Transport vehicle and trailer is registered and regularly maintained / road worthy.</li> <li>All amusement equipment is securely fixed to the vehicle and or trailer.</li> <li>Appropriate signage is on the vehicle or trailer (if oversize / overhang).</li> <li>Inspect location conditions prior to driving to the set up areas to avoid incorrect setup of vehicle / trailer becoming bogged or contacting structures and fixed assets.</li> <li>Driver completed operational / visual checks on car / trailer prior to travelling.</li> <li>Emergency procedures in place to ensure driver stopping / resting at adequate intervals.</li> </ul>	L1	C4	Moderate	Management Operator
Site arrival / departure	<p>Vehicles / trucks / trailers operating at site when pedestrian traffic is high resulting in collision with operators and or public.</p> <p>Vehicles / trucks / trailers entering site at high speed, no hazard lights on or unsure where to drive / park resulting in pedestrian injury and or property damage.</p>	L3	C4	High	<ul style="list-style-type: none"> <li>Installation location confirmed with client and inspected for safety hazards.</li> <li>Set trailer delivery and departure times are arranged by client to ensure pedestrian activity is minimal.</li> <li>Site roads inspected to ensure no hazards / obstacles on road / site location.</li> <li>Staff to monitor pedestrian movement while trucks are moving and guide pedestrians away from trucks path.</li> <li>Driver to maintain a very low speed.</li> <li>Hazard lights / safety lights and or reversing beepers operating when vehicle in site area.</li> <li>Spotters used when reversing or when line of sight is compromised.</li> </ul>	L1	C4	Moderate	Management Operator

SAMPLE - INTENTIONALLY FADED

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		L	C	Risk		L	C	Risk	
Set up of amusement games	<p>Amusement games not installed or secured correctly resulting in a serious injury to a customer / patron and or property damage.</p> <p>Contact with or damage to underground or overhead services / hazards when positioning trailer resulting in serious injury or property damage.</p> <p>Operators fall from heights when setting up amusement game resulting in serious injury.</p>	L3	C4	High	<ul style="list-style-type: none"> <li>Staff trained and competent to install amusement games safely.</li> <li>Installation location confirmed with client and inspected for safety hazards.</li> <li>Underground services / locations identified with customer or dial before your dig.</li> <li>Fixed asset, overhead hazards and terrain hazards identified, installation location must be away from asset / overhead hazards and on a flat and stable surface / ground.</li> <li>Fit for purpose working at heights equipment used including fall restraint / arrest harness and ladders and staff trained to use.</li> <li>Anchorage / stabilising / outrigger systems installed in accordance with MFG manual and Australian Standards ensuring the game is properly secured / stable and levels checked.</li> <li>Access equipment, guarding and rails installed to provide safe access to the game and prevent access to moving parts.</li> <li>Controls and electrical installations secure / restricted access and trip hazards eliminated using cable covers and or barriers.</li> <li>Staff to check all parts are in good working condition.</li> <li>Generators set up /inspected / maintained as per manufactures guidelines.</li> <li>Clear / restricted zones established for staff when setting up amusement.</li> <li>Site manager / supervisor on site at all times.</li> </ul>	L1	C4	Moderate	Management Operator
Access and restricted use	<p>Access control provisions not installed resulting in unauthorised access to the amusement games or back of house areas such as controls and electrical equipment resulting in injury.</p> <p>Rules for game is not established or communicated resulting in misuse of game equipment, patron / bystander injury and or property damage.</p> <p>Customer / patron restrictions including age, height, weight and medical not established or communicated resulting injury / death or medical event.</p>	L3	C4	High	<ul style="list-style-type: none"> <li>Installation of perimeter fencing / containment to back of house area to ensure no unauthorised access.</li> <li>Installation and communication of terms, conditions, customer / patron restrictions and safety rules / signage including height, age and or medical restrictions.</li> <li>Installation and communication of warnings and information on the possible effects the use of the amusement game may have on customers / patrons.</li> </ul>	L1	C4	Moderate	Management Operator

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Pre-use / post setup inspection	<p>Amusement games and components not secured correctly, or safe installation / setup confirmed resulting in a serious injury to a customer / patron and or property damage.</p> <p>Setup / installation untidy exposing staff and customers / patrons to trip hazards and resulting in injury.</p>	L3	C4	High	<ul style="list-style-type: none"> <li>Post setup inspection checklist completed by competent staff / operator.</li> <li>Inspection of stabiliser points / jacks, general condition of trailer, electrical / console, and housekeeping.</li> <li>Staff / operators to check for any loose wiring, damage, and loose items.</li> <li>Staff / operators to check locking pins are secure, nuts and bolts are tight, safety devices and clearances from other objects / structures.</li> <li>Staff / operators to test the emergency stop button.</li> <li>Continuous inspections of components throughout day to ensure customer safety.</li> <li>Staff / operators to complete a test operation of game prior to customer use.</li> <li>Maintenance schedule checked / up to date</li> <li>Staff to ensure game and game area is clean for public use prior to operating.</li> </ul>	L1	C4	Moderate	Management Operator
SAMPLE - INTENTIONALLY FADED									
Operational controls and exclusion zones / areas	<p>Staff / operators or customers / patrons access the back of house area or impact area of game while another customer is participating in game resulting in serious injury and or property damage.</p> <p>Containment zone not adequate and spectators come into contact with moving parts of the game.</p>	L3	C4	High	<ul style="list-style-type: none"> <li>Area and or back of house area secured with fencing / barriers and staff.</li> <li>Operators to ensure spectators are away from participants when game in operation.</li> <li>Staff / operators to monitor / maintain full view of all areas and prevent access to exclusion zones / areas.</li> <li>Controls are locked and or trailer pulled down / secured whilst the game is not in operation to prevent unauthorized operation.</li> </ul>	L1	C4	Moderate	Management Operator
Emergency stop button	<p>Emergency stop button not labelled, not in an accessible location resulting in a delayed amusement game cessation in the event of an emergency or issue.</p>	L3	C4	High	<ul style="list-style-type: none"> <li>Emergency stop buttons are installed on all amusement game devices and or generators.</li> <li>Emergency stop buttons are labelled, clearly visible and tested on a daily basis as a part of the pre-operation inspection process.</li> <li>Staff / operators are trained on the use of emergency stop buttons and maintain clear access at all times.</li> <li>Staff / operators to remain at the control console and emergency stop button at all times during device operations.</li> </ul>	L1	C4	Moderate	Management Operator



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		L	C	Risk		L	C	Risk	
Fire extinguisher	Fire extinguisher not installed, operator does not know how to operate a fire extinguisher, fire extinguisher is not compatible with emergency resulting in serious injury and or property damage.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>Fire extinguishers are installed next to the ride / easy to access area.</li> <li>Operators are trained and confident in operating a fire extinguisher.</li> <li>The appropriate fire extinguisher is on site class ABE (fire extinguisher red with white band) are designed for most fires except oils.</li> <li>All systems and surfaces to be maintained / kept clean to avoid sources of ignition.</li> </ul>	L1	C3	Low	Management Operator
Electrical equipment and power	Electrical equipment not fit for purpose, damaged and or not maintained resulting in electric shock, power failure and or property damage.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>All electrical systems and equipment to inspected and confirmed fit for purpose.</li> <li>Electrical leads and equipment inspected, tested and tagged by a competent person in the required frequencies.</li> <li>Mains power protected by RCD and RCD tested at the required frequencies.</li> <li>Power leads located out of public walkways where possible.</li> <li>Power leads crossing public areas are covered with designated electrical mats.</li> <li>Amusement game is shut down and locked when not in operation.</li> </ul>	L1	C3	Low	Management Operator
Operator / attendants of amusement games	<p>Prolonged static postures maintained for long periods of time resulting in injury to operator.</p> <p>Fatigue of operator due to not having adequate breaks, becomes tired and not focused on amusement game safety putting patrons at risk / property damage</p> <p>Operator standing on trailer or impact / strike area of game resulting in injury.</p>	L3	C3	Moderate	<p><b>SAMPLE - INTENTIONALLY FADED</b> ensure operators / attendants have regular breaks.</p> <ul style="list-style-type: none"> <li>Ride rotation among staff to reduce repetitive movements and fatigue levels.</li> <li>Shift work / rotating roster to ensure adequate breaks in busy periods.</li> <li>Operators to report any fatigue / safety issues to management.</li> <li>Noise / Vibrations routinely tested to ensure in line with standards.</li> <li>Staff / Operators remain off impact area / strike area when game is in operation.</li> </ul>	L1	C3	Moderate	Management Operator
Flammable liquids	Flammable liquids not stored correctly resulting in fire , explosion, operator / bystander injury and or death.	L3	C4	High	<ul style="list-style-type: none"> <li>Fuel is stored in appropriate container and correctly labelled.</li> <li>Fuel is stored in a cool, safe, and secured area away from ignition sources and public.</li> <li>Appropriate minimum amount of fuel stored onsite for day use and additional fuel quantities stored off site.</li> <li>All fuel / liquids are stored in bunding.</li> <li>Spill kit near onsite and off-site locations.</li> <li>Only trained staff to re-fuel.</li> <li>Substance release pathways identified and protected including ground, drains, slopes.</li> </ul> <ul style="list-style-type: none"> <li>Generator to be turned off for a minimum of 10 minutes prior to refuelling.</li> <li>Minimum two trained staff when refuelling.</li> </ul>	L1	C4	Moderate	Management Operator

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Crowd Control / Security	Maximum number of customers / patrons participating in game exceed resulting in over crowding. Patrons intoxicated or misbehaving. Game components and or prizes tampered with / stolen when left unattended / carnival closed.	L3	C3	Moderate	<ul style="list-style-type: none"> <li>Ensuring maximum numbers on game not exceeded and bystanders are away from throw / strike zone of game.</li> <li>Where possible installation of CCTV cameras covering ticketing box / line up and game.</li> <li>Patrons' misbehaving / intoxicated will not be able to participate in the ride and ask to leave the ride area. Staff instructed to call security if required.</li> </ul>	L1	C3	Low	<ul style="list-style-type: none"> <li>Management</li> <li>Staff / operator</li> </ul>
Amusement prizes	Not stored correctly resulting in faulty / damaged stock. Materials label not on prizes resulting in allergic reaction to participants.	L2	C3	Low	<ul style="list-style-type: none"> <li>Amusement prizes stored in ventilated / dry area when not in use.</li> <li>Amusement prizes inspected prior to being displayed.</li> <li>Amusement prizes sourced from reputable supplier and free from any pests / chemicals</li> <li>Amusement prizes material clearly displayed on all products.</li> <li>Operator to ensure all small objects have warning signs on them for small children.</li> </ul>	L1	C3	Low	<ul style="list-style-type: none"> <li>Management</li> <li>Operator</li> </ul>
Laughing clowns' game	Participants throwing or tampering with clown balls or trailer resulting in injury and or property damage.	L2	C3	Low	<p style="text-align: center;">SAMPLE - INTENTIONALLY FADED</p> <ul style="list-style-type: none"> <li>Operator to supervise patrons to ensure patrons are following operating instructions.</li> <li>Operator to check patrons are not standing on trailer.</li> <li>Operator to ensure clown balls are only placed into clown and not thrown / crushed.</li> <li>Damaged clown balls are removed from service and replaced.</li> <li>Regular cleaning of clown balls as per maintenance schedule.</li> <li>Spectators are behind participant and behind the safety line when participant is playing.</li> </ul>	L1	C3	Low	<ul style="list-style-type: none"> <li>Operator</li> </ul>
Bust a Balloon / darts	Participants not following instructions and throw darts at bystanders resulting in serious injury and or property damage. Participants standing too close to balloons and being hit by darts reflecting off board resulting in injury. Balloons are not biodegradable and or not appropriately discarded.	L2	C3	Low	<ul style="list-style-type: none"> <li>Staff / operators to provide clear handling instructions of darts to participants.</li> <li>One participant at a time.</li> <li>All participants stand behind throwing line.</li> <li>Trailer / stand erected as per manufacture requirements.</li> <li>Daily checks on stability / structure of trailer.</li> <li>Staff / operators to stand to side on game when in operation.</li> <li>Regular cleaning of common touch areas / bench / table and darts.</li> <li>Faulty / damaged darts removed from service and replaced.</li> <li>Regular maintenance of trailer / game as per manufactures manual.</li> <li>Balloons are biodegradable and disposed of as per products recommendations.</li> </ul>	L1	C3	Low	<ul style="list-style-type: none"> <li>Operator</li> </ul>

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		L	C	Risk		L	C	Risk	
Catch a Duck Game		L2			<ul style="list-style-type: none"><li>Barbless hooks used.</li><li>Staff / operators to provide clear handling instructions of hooks / lines to participants</li><li>Water changed daily and emptied when game is not in use and or at end of day.</li><li>Mains water used as directed by onsite manager or purchased through local water company.</li><li>Operators to ensure no patrons or spectators touch / splash the water.</li><li>Operators to ensure spectators are positioned back from the patrons.</li><li>Maximum number of participants in place.</li><li>Operators to ensure participants are not leaning over water.</li><li>Trailer / stand erected as per manufacture requirements.</li><li>Daily checks on stability / structure of trailer.</li><li>Faulty / damaged darts removed from service and replaced.</li><li>Regular maintenance of trailer / game as per manual.</li><li>Regular cleaning of common touch areas / bench / table and darts.</li></ul>				
	Participants not correctly using hooks resulting in injury and or property damage.								
	Algae and or unhygienic water used / displayed in waterbed resulting in participant illness and or property damage.	C3	Low	L1	C3	Low	Operator		
SAMPLE - INTENTIONALLY FADED									
Bucket Game					<ul style="list-style-type: none"><li>Staff / operators to provide clear handling instructions of balls to participants.</li><li>Operator to ensure bucket balls are an underhand throw only and no rough play.</li><li>Maximum number of participants in place.</li><li>Trailer / stand erected as per manufacture requirements.</li><li>Daily checks on stability / structure of trailer.</li><li>Spectators are behind participant and behind the safety line when participant is playing.</li><li>Staff / operators to stand to side on game when in operation.</li><li>Faulty / damaged balls removed from service and replaced.</li><li>Regular maintenance of trailer / game as per manufactures manual.</li><li>Regular cleaning of common touch areas / bench / table and balls.</li></ul>				
	Participants not following instructions and throw balls at bystanders resulting in serious injury and or property damage.	L2	C3	Low		L1	C3	Low	Operator
	Trailer stand not correctly installed resulting in property damage and or spectator injury.								
	Participants leaning over trailer stand resulting in falling over or being hit by balls hitting the back / side of bucket.								

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		L	C	Risk		L	C	Risk	
Customer / participant / user safety	Customers / patrons not clear on or fails to adhere to terms, conditions and requirements resulting in injury to a customer / patron and or property damage.				<ul style="list-style-type: none"><li>Staff / operators trained and competent in operating the amusement games.</li><li>Operator to supervise patrons to ensure patrons are following instructions.</li><li>Spectators are behind participant and behind the safety line when participant is playing.</li><li>Terms, conditions, safety rules, capacity and customer / patron restrictions implemented.</li><li>Staff / operators to monitor customers / patrons and do not go around / behind amusement game.</li><li>Adequate lighting installed to ensure staff / operator and customer / patron safety</li><li>Behaviours is monitored and managed to ensure no unsafe acts or dangerous behaviours occur patron removed.</li><li>Staff / operator to supervise amusement games.</li></ul>				Management  Operator
	User safety requirements not adequately managed by operator resulting in injury to a customer / patron and or property damage.	L3	C3	Moderate		L1	C3	Low	
	SAMPLE - INTENTIONALLY FADED								
Emergency	Emergency management provisions not enacted delaying a response to an emergency situation.				<ul style="list-style-type: none"><li>Staff to enact emergency procedures.</li><li>Render / assist if it is safe to do so in the event of an emergency.</li><li>Call 000 in the event of a medical emergency, contact the venue / client and escalate with management.</li><li>For venue related emergencies, follow emergency protocols under the direction of venue operations / nominated emergency wardens and remain calm.</li></ul>				Management
	Venue emergency situation (fire, threat, essential services disruption).	L3	C4	High		L2	C4	Moderate	

Activity / Focus Areas: (break down the activities)	Risks: (what could happen or go wrong)	Inherent Risk: (what is the risk before controls)			Risk Treatments and Controls: (how are the risks managed)	Residual Risk: (what is the risk after controls)			Responsibility: (who is responsible)
		L	C	Risk		L	C	Risk	
Inclement Weather	Inclement weather such as windy conditions, rain, storm or electrical storm event compromises the integrity of the mechanical amusement game and creates unsafe conditions resulting in a serious injury / death to a customer / patron and or property damage.				<ul style="list-style-type: none"> <li>Daily weather information monitored on BOM and WillyWeather app.</li> <li>Wind regularly monitored using a portable anemometer.</li> <li>Amusement game cessation if inclement weather / conditions are identified that will compromise safety or the amusement game is forecasted.</li> <li>Daily weather information provided to staff and customers / patrons.</li> <li>Staff and customers / patrons instructed on emergency / cessation procedures.</li> <li>Amusement game cessation requirements in place in events including rain, electrical and when wind gusts reach thresholds identified in manufacturers manual and weather and wind management plan.</li> <li>Amusement game to cease if wind speeds / gusts reach wind thresholds / tolerances.</li> <li>Safety checks including game integrity and slippery surfaces to be conducted and addressed prior to recommencement after inclement weather / event.</li> <li>Secure and reinforce / strap game and loose items if windy conditions are expected or identified / detected.</li> </ul>	L1	C4	Moderate	Management Operator
Other:					<ul style="list-style-type: none"> <li></li> </ul>				
Other:					<ul style="list-style-type: none"> <li></li> </ul>				

**CONSULTATION AND REVIEW:**

All workers involved in the activity must confirm that consultation and review of this risk assessment has occurred.

First Name:	Last Name:	Employer:	Date:	Signature: