

Standard System of Work

Indoor Nerf Wars			Unit 21 Colne Valley Business Park	
Assessors Name	Wolf		Document	Risk Assessment 11/17
Reviewed By	Wolf		Date	Reviewed 11/11/2025
Approved By	Wolf		Issue No	4

Unit A – Assessment of Associated Risks

This Document demonstrates how applicable legislative, best practise and risk profile are managed by Castle Training Services.

Standard Systems of Work (SSW's) are completed with assistance from operatives and supervision involved in the task or activity with consideration to implemented control measures based on clearly identified and defined hazards, aspects and issues which may result in;

- Injury/ill health
- Impact on the environment
- Failing to meet internal and customer requirements and expectations

Consequently, it serves as clear training guidance to ensure activities are conducted in a repeatable, uniform, effective and efficient way.

The Safe System of Work (SSW) is the starting point and foundation for all continual improvements to the Castle Training Services way of working

Section A1

Description of activity or task



Task/ Activity Risk Rating Overview

4 LOW

Low

Preceding

Document Reference;

Document Title;

Subsequent

Document Reference;

Document Title;

UNIT A – ASSESSMENT OF ASSOCIATED RISKS	
Section A1	Description of activity or task
Section A2.1	Health and Safety Hazards
Section A2.2	Health and Safety hazards associated control measures
Section A3	Persons at risk
Section A4	Hazardous substances
Section A5	Mandatory PPE requirements
Section A6.1	Environmental
Section 7	Quality factors and Associated Control Measures
UNIT B – STANDARD WORKING PROCEDURES	
Section B1	Standard System of Work

Accumulative Harmful Effects		Electrocution		Extreme Temperature (hot /Cold)		Lighting Levels		Noise		Slips trips and falls	✓
Burns		Entanglement		Fall from height		Machinery contact		Cuts	✓	Struck by falling objects	✓
Chemical Heat											
Confined movement		Entrapment		Fire Hazards & Flammable materials		Manual handling	✓	Pinched Fingers	✓	Use of portable tools/ equipment	
Display screen Equipment		Expose to hazardous substances		Layout, storage, space obstructions	✓	Moving Vehicle		Radiation sunburn		Vibration	

Section A2.2

Description of identified Health And Safety Hazards and Associated Control Measures detailed

NAME OF ACTIVITY

NERF WARS

REF No RA 4: 11/17

SCORE up to 5 risk acceptable [lower if possible] ~ 6 to 10 risks should be reduced if possible ~ over 12 risk unacceptable






Ref No.	Hazard	Describe Hazard, Hazardous event & possible harm	Persons at Risk	Existing safety measures	Likelihood x Severity			Additional controls required	New rating
					L	S	L/M/H		
1	Environment	Uneven or wet ground Resulting in Slips, Trips and falls causing possible bruising, bumps possible fractures.	Participants & Staff	Area checked before commencement. Participants warned of danger, Supervision	1	3	1 x 3 = 3 LOW	If bad weather and the site is deemed unsafe then activity stops until area is made safe	
2	Environment	Slips, causing minor injuries, bumps bruising fractures to hands, arms	Participants & Staff	Areas checked for slip hazards, water etc. Players to wear appropriate footwear	2	3	2 x 3 = 6 Med	Ongoing observation throughout the session	1 x 3 = 3 LOW
3	Environment	Trip hazard from terrain	Participant and staff	Safety talk, Everybody to walk and not run Regulator reminders Sand bags replaced if moved,	3	3	3 x 3 = 9 MED	Make sure equipment is set up safely and in accordance of our nerf war plan. Sandbags to be used as weights/ warnings.	1 x 3 = 3 LOW
4	Falling objects	Nerf war terrain falling over and landing on someone, causing Head/ shoulder injuries, cuts/ bumps.	Staff Participants And anybody in the area	Safety Talk about running and knocking things	2	6	2 x 3 = 6 MED	Continued observation, and marshals constantly check terrain is safe and fixing when needed during game play	1 x 3 = 3 MED
5	Manual Handling	Manual handling of Terrain causing muscular skeleton disorders	Staff and anybody assisting	2 people to lift equipment if needed. Careful lifting Manual handling training Trolley	3	3	3 x 3 = 9 MED	Regular update and toolbox talk on manual handling	2 x 3 = 6 MED

6	Manual Handling	Dropping heavy equipment causing foot or leg injury	Staff or anybody assisting	Manual handling training Carry only one piece at a time Staff to wear strong boots	2	3	2 x 3 = 6 MED	Strong footwear/ Toe cap boots if risk is deemed necessary. 2 people to set up range	2 x 3 = 6 MED
7	Cuts	Cuts/ trapping off fingers with the Nerf Guns causing small nips to fingers,	All gamers	All guns and equipment is check prior to each game session, faulty / broken equipment is removed	3	2	1 x 2 = 2 Low	First aid kit available, and all staff are first aid trained	
8	Cuts	Horseplay & unruliness causing major injury, cuts, bruising etc	Participant's Staff spectators	Safety talk be instructor about behaviour. Any person misbehaving will be sent of the game area, for a cooling off period.	2	4	2 x 4 = 8 MED	Constant observation of gaming area Regular breaks Warning signs Repeat rules if needed	1 x 4 = 4 LOW
9	Cuts	Hit by Nerf bullet /rebound. causing injury to eyes soreness to blindness,	Participants Staff spectators	Safety glass/goggles to be worn by all players whilst on the gaming area.	3	5	3 x 5 = 15 HIGH	Constant safety checks, game stops if safety glasses are not worn	1 x 5 = 5 LOW
10	Minor injuries	Minor injuries from Nerf bullet been shot at close range, causing bruising to face, neck etc	Participants Staff spectators	Safety talk and continuous monitoring of game by marshals, rules enforced,			4 x 2 = 8 MED	Game stops if safety glasses are removed, Contant supervision	2 x 2 = 4 LOW
11	Minor injuries	Adults colliding with young people Causing bruising/ bumps, etc	Participants Staff Visitors	Safety talk and continuous monitoring of game by marshals, rules enforced			4 x 2 = 8 MED	Marshal control Supervision Warnings First aider present	2 x 2 = 4 Low

Assessor: Wolf Review & approved 11/11/25

To be reviewed after each session and amendments attached to another sheet if necessary.

Section A3 Persons at risk

Employee conducting activity/ task		Expectant mothers		Temporary staff		Visitors/ members of the public	
Other employee(s) in work area		Young people		Contractors		Contractors	

Section A4 Hazardous Substances (Reference Associated Hazardous Substances Risk Assessment and/ or Data Sheet)

Section A5

PERSONAL PROTECTIVE EQUIPMENT (P.P.E)

	Safety Boot				Ear Plugs				Bump Hat
	Strong Shoes				Ear Defenders				Hard Hat
	Enclosed toe								Sun Hat
	Hi Vis Jacket								
	Hi Viz Coat				Nitrile Gloves				Eye Protection X
					Heavy Duty Gloves				

Section A6.1

Environmental & Energy Aspects

Air quality		Ground Pollution		Hazardous Waste		Site and local Biodiversity		Light Pollution	
Water Pollution	■	Vibration	■	Energy Depletion	■	Noise Pollution	■	None Hazardous waste	■

1									
2									
3									

Section A7.1

Quality factors

Nerf Wars

REFERENCE No RA 4 -11/17

Assessor: Alan Whiteley

The safety procedures and risk assessment are based on the assumption that the participants in the activity are of average ability. Before commencing the activity the instructor will assess the group and will make any allowances necessary to cover such things as disability. The safety level must not be compromised, but steps will be taken to ensure that those less able can take a full enjoyable and active part in the activity

Instructor Any person approved, trained in procedures and familiar with the course and method of safe working.

Qualifications necessary Trained in activity

Ratio Instructor/Participants 1:24

Protective Equipment Normal clothing is suitable for this this activity. Eye protection **MUST be worn at all times** when in the Arena, normal glasses are ok,

Restrictions Players must be 6 years and above and physically suitable for this type of activity

The following safety precautions will be undertaken by the instructor before each session

- The instructor(s) will monitor each person on a one to one basis, as far as is practical and offer warnings when appropriate.
- The instructor/s will make periodic checks to ensure that the course/activity is suitable for the age and ability of the participants.
- Participants will be made aware of the dangers of slip/trip hazards, banging into things etc.
- Participants and those waiting will be told of the need to act in a suitable manner [no jostling, pushing or horseplay]. If necessary extra staff will be necessary to control those waiting or they will be told to return at a later time.
- Only equipment designed and approved for Nerf Wars, Nerf Combat be used.
- Pyrotechnics will not be used by persons under 18 years
- No smoke grenades will be used if any player suffers from asthma or any breathing problems or similar health problems

- Participants will be made aware of the rules before commencement and that any person breaking the rules will be dismissed, particularly the following
 - Blatant disregard for safety rules
 - Abuse & damage to playing equipment
 - Arguing with instructors or marshals
 - Deliberate targeting of instructors & marshals
 - The game will be carried out at ground level, no climbing on scenery
 - No running allowed
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- A demonstration of the method will be done if thought necessary by the instructor.