

RISK ASSESSMENT Water Rockets

HAZARD	WHO MIGHT BE HARMED?	RISK CONTROLS	RESIDUAL RISK
Hazard at launch site (Safety at distance)	All Involved	<ol style="list-style-type: none"> 1. A safe distance must be kept from the rocket launcher at all times - to aid in this an area designated for observers and Young People waiting to launch their rocket, will be within a safe distance from the launchers. All people not involved with an individual rocket launch must stay within this area. 2. A safe distance is going to be 3-5 meters from the launch area. 	Low
Launching a rocket	All Involved	<ol style="list-style-type: none"> 1. Children and accompanying adults launching a particular rocket must stay well back while the rocket is fuelled and will only be called forward to launch it. 2. All rockets will launch straight upwards using the launch tubes. 3. When a rocket returns to the ground it can do so with some speed as they can reach over 30 meters in height during flight – although with a limit of 50PSI rockets should not reach over 10 meters. All observers are advised to carefully follow the rocket and to avoid running around in excitement in case an unpredictable wind current drags it back towards the spectators. 	
Trapping fingers in the pumps	All Involved	Instruction on how to use the pumps given before Activity	Low
Being hit by a bottle	All Involved	Supervision at all times to ensure no one is in front of the rocket launchers when the activity begins. Young People will be either several metres away trying to catch the empty bottles or behind the launcher.	Medium
Hypothermia from getting wet	All Involved	Leaders will fill the bottles to the required height, Young People will only be having maximum two goes each firing the bottles and will only get spashed on the feet and lower legs. Organisers to have towels available if required.	Very Low
Game Play	All	<ol style="list-style-type: none"> 1. is the area and set up/layout, appropriate for the game(s) eg surfaces, spacing, kit used etc. 2. does the play area need cordoning off and inaccessible to others and the public, so no one can get between the player and targets etc. 3. is the game intrinsically safe and contact avoided as much as possible ie the game is unlikely to cause physical harm. Tagging not take down, no holds around the neck, twisting limbs etc. 4. have participants turned up: <ul style="list-style-type: none"> o wearing the appropriate footwear, headwear and clothing for the venue, game(s), terrain, weather conditions and time of year, o bringing any necessary kit, spare clothing, food, water and any other additional requirements specified. o and being worn/carried appropriately ie no loose clothing, shoelaces tied, pockets emptied of inappropriate items etc. <p>If not act accordingly.</p> <ol style="list-style-type: none"> 1. is any clothing, equipment or kit brought by participants not fit for purpose ie damaged, unsafe or not suitable and if so act accordingly. 	Low

		<ol style="list-style-type: none"> 2. is any kit being carried by participants ie on their backs or in their hands, within the capability of the individuals carrying it and safe. If not act accordingly. 3. is personal PPE such as eye protection, gloves, shin guards, hair covers, required available, and being worn. 4. are hi-viz vests, day/ruck sack covers available and being used. 5. do participants need sorting into smaller groups/teams. Do groups/teams need to be well matched in terms of size, height, weight, age, ability, temperament, working together, etc. 6. are any rules, safety rules and guidelines required for the game(s) and available and need explaining clearly and concisely before commencing the game. For example, throwing below head height, sticks to be kept at knee level, area of play defined, clothing etc. 7. do players need to be given a demonstration of how to use the games equipment correctly before play or activity starts. Ie darts, throwing etc. <p>is the games equipment suitable for the environment being played in (indoors / outdoors) and as safe as practical ie soft, lightweight etc</p>	
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