

RISK ASSESSMENT		TWILIGHT ZONE		Ref No.	A10
Baseline <input checked="" type="checkbox"/>		Site Specific <input type="checkbox"/>		Vulnerable Person <input type="checkbox"/>	
				Temporary <input type="checkbox"/>	
Activity covered by this assessment:*		Campfire, Club Kingswood, Fame Game, Hot Spots/Giant Games, In the Spotlight, Movie Blitz, Quiz, Scrapheap Challenge, Trail of Mystery		Hazard References: A10/01 – A10/03	
Assessors:	John Robson (Kingswood H&S Advisor)		Reviewers:		
References:	Twilight Zone BRA, issued February 2011 (withdrawn)				
Date of issue:	27/02/12		Planned review date:	End February 2013	

\*For 'Mini Olympics' and 'Pool Party', please refer to the 'Field Sports' and 'Pool Activities' risk assessments respectively

### HAZARDS

Hazard Ref.	Hazard description	Activities giving rise to risks	Control Measures	
			Static	Dynamic
A10/01	Performance events	Excessive or sustained noise from amplified sound systems or crowds cheering, singing etc. causing hearing impairment, headaches and nausea.	S091	D081, D083
		Disco effect lighting or strobe lighting causing seizure in those with photosensitive epilepsy.		D082
		Overcrowding in venues causing delays in emergency evacuation, reduced space-per-participant during activity and difficulties in maintaining group control.	S090, S092	
		Large numbers in small, poorly ventilated areas causing discomfort, headaches and nausea from overheating.	S092, S093	D083
		Falls from stages or raised platforms from overcrowding by participants.		D084
A10/02	Apparatus and equipment	Collision with furniture, apparatus and other equipment in shared spaces causing bruises and banged heads.	S095	D062, D085
		Electric shock from equipment such as movie projectors, karaoke machines, games consoles, effect lights, smoke machines, sound systems, etc.	S094, S095	D013
		Cables from electrical equipment creating trip hazards and causing falls, bruises, grazes and sprains.	S095	D013, D085
		Moving the large and heavy 'hotspots' mat risks causing manual handling injuries for instructors.	S096	D086
		Participation in the 'hotspots' game can lead to trampled fingers, cuts, grazes, bruises or minor fractures.		D008, D087
		Participation in hotspots places participants in un-balanced positions on a slippery surface in close contact with one another, causing falls, sprains, strains and bruises.	S090	D087
		Participants being hit by dropped or thrown 'scrapheap challenge' constructions, causing cuts and bruises.		D088
A10/03	Camp fires	Lighting and tending to the camp fire causing burns.	S097	
		Hot material ejected or falling from the fire causing burns.		D089, D090
		Fires spreading out of control and causing damage to nearby property.	S098, S099	D089, D091
		Fire lighting materials e.g. matches, lighters, paraffin based briquettes, etc. can be hazardous if used carelessly or if left too close to the fire once it is alight.		D092

### RISK ANALYSIS

Ref	Hazard	Who may be harmed	Likelihood	Severity	Risk
A10/01	Performance events	Participants, Teachers, Instructors	Low	Minor	Acceptable
A10/02	Apparatus and equipment	Participants, Teachers, Instructors	Medium	Minor	Acceptable
A10/03	Camp fires	Participants, Teachers, Instructors	Low	Serious	Acceptable

## RISK CONTROL

<b>Control Ref.</b>	<b>Static Risk – Operational Controls</b>
S090	Explanation, demonstration and ongoing coaching are to be provided by an instructor trained in activity core skills and who is familiar with the activity session plan. Each instructor can supervise up to 30 active participants, with an additional adult for the group as a whole.
S091	Events such as discos where loud music and very warm venues are used should allow for a quiet/cool area outside the venue where participants can relax.
S092	A maximum safe occupancy level for all venues must be identified for all activities likely to be carried on there, and this made available to the Twilight Zone programme organiser to ensure maximum occupancies are not exceeded.
S093	Indoor venues where overheating through activity or occupancy levels is identified as a possibility must have some form of ventilation to control heat levels.
S094	All portable electrical equipment must be inspected periodically by a competent person to ensure its continued safety and serviceability.
S095	Sufficient electric sockets appropriately located must be available to avoid having too many multi-socket adaptors plugged in and extensive trailing cables. Electrical equipment that includes cables or leads must have these routed away from walkways where they could pose a trip hazard.
S096	Where possible, the hotspots mat should be left in the room where it is most often used and rolled up when not in use.
S097	Instructors must receive training in safe fire lighting technique.
S098	Fires must be lit in designated fire pits away from buildings, flammable materials or other flammable structures.
S099	Basic fire fighting equipment, e.g. sand or water buckets, must be on hand to control the size and spread of fires
<b>Control Ref.</b>	<b>Dynamic Risk – Instructor Controls</b>
D008	Check that all participants are wearing low heeled or flat shoes.
D013	Check the condition of activity area and equipment before you begin using it, and report defects that arise during the activity.
D062	Check that the activity area has an appropriate surface and is free of other equipment or obstructions that may be in the way.
D081	Keep noise from sound systems to an acceptable maximum, and where possible intersperse loud periods with quieter activities.
D082	Check medical information before discos, etc. Do not use strobe lighting if photosensitive epilepsy sufferers will be present.
D083	Give participants in loud, hot or stuffy venues the chance to take breaks in quieter, cooler areas.
D084	Limit participant numbers on stages and raised platforms to ensure no one falls from the edge.
D085	Route power leads and cables away from walkways, or use cable covers
D086	Do not lift the 'hotspots' mat on your own; get help from another instructor
D087	Brief participants to take care on the hotspots mat and be aware of the people around them, particularly when placing their feet.
D088	Ensure participants and spectators are well out of the way of falling debris before 'launching' 'scrapheap challenge' constructions.
D089	Keep fires under control. Height of the fire should be in proportion to the distance to the spectators.
D090	Brief participants that they are not to get too close to the fire. Define a line that they must not cross.
D091	Do not use petrol or other flammable liquids for lighting fires.
D092	Do not leave fire lighting materials (matches, lighters, briquettes, etc.) unattended at the fire pit. Place them in secure storage away from flammable materials.