Risk Assessment	Live 9 Events Ltd
Activity	Arcade & Electronic Games This risk assessment applies to arcade and electronic games including, but not limited to, Air Hockey Tables, Arcade Machines, Basketball Games, Dance Machines, Driving Simulators and similar equipment.

Assessor	Molly Huthwaite	**Location of Assessment**	NG12 3UL

Risk Rating Matrix (RR)	**Likelihood (L)**		
Severity (S)	**Certain or near certain to occur (High)**	**Reasonably likely to occur (Medium)**	**Unlikely to occur (Low)**
Fatality; major injury or illness causing long term disability (High)	**HIGH (H)**	**HIGH (H)**	**MEDIUM (M)**
Injury or illness causing short term disability (Medium)	**HIGH (H)**	**MEDIUM (M)**	**LOW (L)**
Other Injury or illness (Low)	**MEDIUM (M)**	**LOW (L)**	**LOW (L)**

Hazards	**Who is at risk?**	**Controls in place**	**L**	**S**	**RR**
Loading, handling and transportation of equipment (Injuries caused by: heavy lifting, unacceptable access)	• Customers • Public • Employees/Staff	• All equipment must be handled correctly in line with manual handling. Only our staff should move the equipment. Manual handling should be reduced to a minimum by using the trolleys. • Ramps & lifts to be used where required and available. • All loads must be properly secured. • Where required, multiple persons must handle equipment. Individuals should not undertake anything that puts themselves or anyone else at risk. • Manual handling training is supplied to all staff annually. Under no circumstances shall anyone but our staff transport equipment.	L	M	Low
Installation of equipment on site (Injury caused by: debris, tripping over equipment, related injury)	• Customers • Public • Employees/Staff	• The operator must have clear access to the setup area. The setup area must be level and free from any rubbish, debris and sharp objects, etc. The equipment must be inspected before, during and after installation to ensure it is free from damage. • Once installed, the item should not be moved by any unauthorised persons. The equipment should be set up away from any entrances or exits, ensuring it does not block any fire exits. • Always follow the manufacturer's instructions for setup and break down.	L	M	Low

		• Any spare equipment must be tidied away and put in a safe place.			
Electricity & cabling (Injuries caused by: trips, power cut-outs)	• Customers • Public • Employees/Staff	• Cabling must be routed away from walkways and protected where necessary. • Where this is not possible, access to the area must be restricted. • Surrounding area must be kept clear of obstructions.	L	M	Low
Operation of equipment on site (Injuries caused by: overcrowding of the area, lack of supervision, not following operating rules)	• Customers • Public • Employees/Staff	• Always follow the user limitations for the item. • Participants are to queue in front of the equipment in view of the operator, who will control the queue. • Participants are not to overcrowd the area and keep a clear space around the item. • Spectators should be away from the equipment and not allowed to interfere with the equipment in any way. • Where our staff are present, the equipment will be operated and supervised by trained personnel at all times. • In the absence of our staff, the control, supervision, and safe operation of the equipment becomes the responsibility of the hirer. A safety briefing and written operating guidance will be provided and must be adhered to at all times.	L	L	Low
Injury through incorrect set up (Injury caused by: positioning)	• Customers • Public • Employees/Staff	• Equipment to be set up by trained staff only. • A final visual check is carried out after installation to ensure the equipment is safe for use.	L	L	Low
Weather	• Customers • Public • Employees/Staff	• Equipment is designed primarily for indoor use. • If used outdoors, it must be fully covered and protected from weather. • Equipment must not be used in wet conditions.	L	L	Low
Overcrowding	• Customers • Public	• Number of participants must be controlled based on the equipment design. • Only active participants allowed within the immediate play area. • Queue must be maintained at a safe distance.	L	L	Low
Generator and risk of fire (Injuries caused by: fire, heat)	• Customers • Public • Employees/Staff	• Where generators are used, they must be positioned a minimum of 5m away from equipment and secured. • Generators must only be operated by competent persons. • No smoking or ignition sources within 5m. • Equipment must be switched off during refuelling.	L	M	Medium
Injury through equipment defect (Injuries caused by:	• Customers • Public	• All electrical equipment is PAT tested every 6 months.	L	M	Low

equipment integrity)	• Employees/Staff	• Equipment is visually inspected on setup and pack down, and any defects are removed from use until repaired.			
Injury while stepping/jumping on dance platform (Dance Mat)	• Customers	• Participants must wear suitable footwear and stand on the marked dance pads only. Operator supervises activity.	M	L	Low
Slipping on dance platform (Dance Mat)	• Customers	• Dance platform checked before use and kept dry and clear of debris.	L	M	Low
Seated use / posture (Racing Simulators)	• Customers	• Participants must sit correctly where seating is provided (e.g., simulators). • Seating must remain stable and positioned correctly before use. Participants must not rock, tilt, or misuse seating or platforms.	L	M	Low
Pedals / moving controls (Racing Simulators)	• Customers	• Participants must use pedals, controls, and moving parts as intended. • Hands and feet must be kept clear of moving mechanisms when not in use. • Equipment must not be forced or used aggressively.	L	M	Low
Ball interaction / rebound (Basketball Games)	• Customers	• Participants must throw balls in a controlled manner and remain aware of rebounds. • Spectators must remain clear of the play area.	L	M	Low
Contact with equipment	• Customers	• Equipment designed for safe, low-impact interaction. • Participants must not strike or force components (e.g., screens, controls, tables). • Correct use instructions must be followed at all times.	L	M	Low
Repetitive use, fatigue and competitive behaviour	• Customers	• Participants must play within their physical limits. • Participants must stop if tired or uncomfortable. • Participants must use the equipment in a controlled manner. No pushing, aggressive behaviour, or interference permitted. • Activity must be stopped if unsafe behaviour is observed.	L	L	Low
Unsupervised use	• Customers	• Equipment should be supervised by the hirer or a responsible adult at all times when not operated by our staff.	L	H	Medium

Date of Assessment	05/06/2025	**Status**	**Completed By:**
Date Assessed	02/02/2026	Complete	*Molly Huthwaite*

Next Review Due	02/02/2027		