



Hokfell LARP

## Risk Assessment Form

To calculate **Risk Rating (R)**: assess the **Likelihood (L)** of an accident occurring against the most likely **Severity (S)** the accident might have, taking into account the control measures already in place. **L x S = R**

Task / Activity Covered by the assessment	Weekly LARP games			Likelihood (L)	X	Severity (S)
				Almost Impossible	1	Insignificant (minor injury, no time off)
Locations	Meanwood Park Leeds [OUTDOORS], or Fox and Newt Pub, 9 Burley St, Leeds LS3 1LD [INDOORS]			Unlikely	2	Minor (non-permanent injury, up to 7 days off)
Date of Assessment	September 2022	Review Date	September 2023	Possible	3	Moderate (injury causing more than 7 days off)
Person Completing	Hannah Ambrey-Quarmby			Likely	4	Major (death or serious injury)
Referees	Harland Quarmby (head), Stephen Milway (deputy), James Toze (deputy)			Almost Certain	5	Catastrophic (multiple deaths)
First Aiders	Stephen Milway, Nina Brown, Anna Pugh			Weapons checkers		James Toze (General), Stephen Milway (Archery)

**Low  
(Acceptable)**  
= 1 - 3

**Moderate  
(Tolerable)**  
= 4 - 7

**Significant  
(Undesirable)**  
= 8 - 14

**High  
(Intolerable)**  
= 15 - 25

What are the significant, foreseeable, hazards? (the dangers that can cause harm)	Who is at Risk and how?	Control measures (Already in place)	Risk Rating			Further action required? Y/N
			L	S	R	
Injury from physical contact with members or equipment.	Members of the public	<b>Time Out Calls</b> <ul style="list-style-type: none"> <li>The club meets in a public place (park) where there can be members of the public in close proximity.</li> <li>Where any member spots a member of the public they will call a warning to the club (Civilians / Joe public / Dog Walkers) which will immediately halt play. Play cannot resume unless a referee confirms that the area is clear of members of the public <ul style="list-style-type: none"> <li>These rules are laid out in the rulebook provided to all members as a pdf. A physical copy of the rulebook is present at any club meeting.</li> <li>A briefing is done on an annual basis with all members (September). This is when the majority of new members join. Where a new member joins at a different point a referee will ensure they receive a personal briefing before their first event</li> </ul> </li> <li><b>A Tutorial game is run in late September/early October each year to train new members on all calls/rules/safety procedures</b></li> <li>The new members will have an experienced member with them to ensure they are aware how to respond to the calls. If they do not follow the rules/respond appropriately to calls the experienced member can provide correction/reminders until the new members have learned the calls.</li> <li>A referee will also assess the new members throughout the tutorial to determine if any additional briefing/training is needed</li> <li>While indoors a private area is reserved so members will not interact with members of the public</li> </ul>	2	2	4	N

	<b>Club members</b>	<p><b>Combat (general)</b></p> <ul style="list-style-type: none"><li>• <b>The rulebook lays out rules for combat safety</b></li><li>• These rules are laid out in the rulebook provided to all members as a pdf. A physical copy of the rulebook is present at any club meeting.</li><li>• A briefing is done on an annual basis with all members (september). This is when the majority of new members join. Where a new member joins at a different point a referee will ensure they receive a personal briefing before their first event</li><li>• <b>A Tutorial game is run in late September/early October each year to train new members on all calls/rules/safety procedures</b></li><li>• The new members will have an experienced member with them to ensure they are aware how to respond to the calls. If they do not follow the rules/respond appropriately to calls the experienced member can provide correction/reminders until the new members have learned the calls.</li><li>• A referee will also assess the new members throughout the tutorial to determine if any additional briefing/training is needed</li><li>• Weapons training is given to all new members</li><li>• All members are monitored by Referees for combat safety throughout every game. Any player whose combat is not judged to be of an acceptable standard will (depending on severity) either<ul style="list-style-type: none"><li>○ be required to stop combat for the remainder of the game - if there has been a previous warning, if the offence was deliberate (or the referee has reason to believe this to be the case) or for any other reason where the</li></ul></li></ul>	3	3	9	N
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		<p>Referee or player in question believes this to be appropriate</p> <ul style="list-style-type: none"> <li>○ Be given a warning regarding the specific issue &amp; monitored more closely to determine if they can continue to participate in combat. If accidental and not a repeated mistake</li> <li>● If any member believes another member is not performing combat safely they are required to report this to a referee so this can be dealt with. <ul style="list-style-type: none"> <li>○ A warning will always be issued to the member where a concern is raised</li> </ul> </li> <li>● If any member feels they are not able to safely perform combat, they are required to remove themselves from combat &amp; should report this to a referee so they can ensure all other members are aware not to attempt to engage the member in combat.</li> </ul>				
Malfunctioning/faulty/unsuitable equipment causing injury	<b>Club members</b>	<p>All weapons brought to the games must be weapons checked for safety</p> <ul style="list-style-type: none"> <li>● James Toze is a trained weapons checker (Odyssey/Empire), &amp; can inspect weapons for appropriate construction, &amp; also checks weapons for damage</li> <li>● Stephen Milway is trained to check LARP arrows for damage/safety, &amp; will demonstrate to anyone using arrows how to do so, as they will be required to check every arrow after every use. Arrows are removed from yield of play immediately after firing by the nearest person to reduce risk of damage</li> <li>● "Stab-Safe" larp weapons are allowed to be used in</li> </ul>	2	3	6	N

		<p>this system, but are still covered by the “no stabbing” rule. We do not feel that “stab-Safe” weapons have been available for long enough for their longevity to be fully tested, &amp; therefore stabbing is not allowed even when the weapon has safeguards installed to allow this</p>				
Arrows	<b>Club members</b>	<ul style="list-style-type: none"> <li>• Arrows must be made to the correct spec (60mm diameter head - larger than an eye socket, sufficient rubber &amp; foam padding to prevent injury from impact)</li> <li>• Arrows must never be aimed at the head</li> <li>• The minimum safe distance to fire an arrow is 10 metres, if the target is closer than this (or is outside this but running towards you such that they could be less than 10 metres away when the arrow strikes) the member may not fire</li> <li>• All bows must have a maximum draw weight of 30 lb at 28" (72 cm). All crossbows must have a maximum draw weight of 30 lb.</li> <li>• Arrows that are fired at a member cannot be parried or caught</li> <li>• Bows and crossbows must be wielded in two hands.</li> <li>• Pistol crossbows and wrist-mounted crossbows cannot be used.</li> <li>• Arrows may only be fired from an appropriate bow, they cannot be thrown as the arrow may flip in mid-air</li> </ul>	4	2	8	N
	<b>Members of the public</b>	<p>Combat is halted when members of the public are within range. The maximum range of a LARP arrow (when fired from an appropriate bow) is 25 metres, any event where an archer is present will ensure that combat is halted before a member</p>	3	2	6	N

		of the public enters this range				
Weapon core injuries	<b>Club members</b>	<p>Due to the design of most LARP weapons, the carbon fibre or fibreglass core is surrounded by foam padding, then latex rubber, &amp; Isoflex (silicon Rubber) sealant.</p> <p>The tip of the weapon has the least padding, &amp; there is a risk when stabbing that the carbon fibre core could penetrate the padding &amp; cause injury</p> <ul style="list-style-type: none"> <li>• Stabbing with any LARP weapon is explicitly banned.</li> <li>• This includes "Stab-Safe" weapons, which are reinforced with a much greater amount of padding - while members may use these weapons, they may not use them for stabbing</li> <li>• All LARP weapons should be stored hilt down/tip up at all times, which will protect the thinner padding at the tip from damage.</li> <li>• Any weapon which is placed tip down should be weapons checked before being allowed back into play</li> </ul>	2	4	8	N
Large weapons	<b>Club members</b>	<p>A large weapon is defined as having a length of 42" or greater</p> <ul style="list-style-type: none"> <li>• When using a large weapon both hands must be used to control the weapon - due to the length the tip of the weapon has greater momentum the further it is from the grip point, a large weapon requires both hands to control the weapon to consistently be able to pull your blows (stop the weapon as it makes contact)</li> </ul>	3	1	3	N
Thrown weapons	<b>Club members</b>	<p>Thrown objects must be made of foam only, they must not contain/include/be attached to a core of any sort.</p> <ul style="list-style-type: none"> <li>• A weapons checker will confirm any thrown weapon is suitable for use in combat</li> </ul>	3	1	3	N

		<ul style="list-style-type: none"> <li>Thrown objects may not be aimed at the head</li> </ul>				
	<b>Members of the public</b>	Combat is halted when members of the public are within range.	2	1	2	N
Head Injuries (including eye)	<b>Club members</b>	<b>The head is not a permissible target</b> <ul style="list-style-type: none"> <li>Members should not aim any weapon at the head.</li> <li>Members should not attempt to block blows with their head on the grounds that it will not count.</li> <li>Any contact with the head will stop play. A first aider will confirm if the member is able to continue to be involved in combat. A referee will determine who was at fault for the contact &amp; issue appropriate consequences (warning/removal from combat temporarily or permanently)</li> <li>The member will only return to combat when they feel it is appropriate after receiving both first aider &amp; referee permission</li> </ul>	4	2	8	N
trips/slips/falls	<b>Club members</b>	<ul style="list-style-type: none"> <li>Appropriate footwear is encouraged, but must be provided by the member</li> <li>When choosing between footwear, appropriate for the weather/terrain should always be chosen over "look" - reminder given of this before events where it is deemed necessary by a referee</li> <li>Due to the nature of a park/woodland, the ground is not flat &amp; trip hazards are present <ul style="list-style-type: none"> <li>Before a combat is initiated, the ref team will determine the combat area, including checking for visibility of the ground (ie leaf</li> </ul> </li> </ul>	4	2	8	N

		<p>cover), grip, number of trip hazards. Any specific hazards are pointed out before the combat starts</p> <ul style="list-style-type: none"> <li>Due to using the same route/areas over a number of years, the majority of members are familiar with the “safe” areas &amp; can start to prep combats in the usual areas, however they must wait for referee confirmation before starting actual combat</li> <li>If weather conditions mean that the footing is too poor, the outdoor will be called off &amp; potentially moved to an indoor instead (availability permitting) <ul style="list-style-type: none"> <li>The referee will monitor the weather forecast &amp; attempt to determine if a game can go ahead prior to the event day, however sometimes last minute weather changes mean that a game is cancelled part way through.</li> </ul> </li> </ul>				
overheating	<b>Club members</b>	<ul style="list-style-type: none"> <li>To prevent dehydration, all members are required to bring their own drinks.</li> <li>Rest breaks will be declared throughout the event - a time period where no combat will occur &amp; members may rest, eat or drink as they wish <ul style="list-style-type: none"> <li>During the summer months, the rest break is mandatory, &amp; a member will be appointed by the referee whose responsibility it is to ensure everyone has drunk water at the rest break. Anyone who chooses not to drink water will not be allowed to continue &amp; will be asked to leave. If a first aider believes there is a risk to the person travelling alone they may</li> </ul> </li> </ul>	3	2	6	N



		<p>be required to be escorted home by another member or a first aider, or collected by their emergency contact</p> <ul style="list-style-type: none"> <li>Members are reminded to dress appropriately for the weather, &amp; that avoiding overheating is more important than "Look" - a reminder is issued by the ref team for events where the weather is warmer</li> </ul>				
Pre-Existing medical conditions	<b>Club Members</b>	<p>A First Aid book is kept with the first aid kit for the reference of the first aider. Members are asked to provide:</p> <ul style="list-style-type: none"> <li>Current medication</li> <li>Allergies</li> <li>Contact information</li> <li>Current medical conditions which affect ability to LARP</li> <li>Emergency contact details</li> </ul> <p>This ensures that:</p> <ul style="list-style-type: none"> <li>The ref team can be aware of any allergies &amp; ensure those allergens are not brought to the event</li> <li>Activities can be adapted for the mobility/medical requirements in advance</li> <li>Should an accident occur which renders the member unconscious/unable to communicate, this information can be provided to a paramedic/the hospital.</li> </ul> <p>The first aid book information will be erased if a member leaves the club (as long as the period for a track &amp; trace contact notification has passed) in accordance with GDPR</p>	3	3	9	N

Injuries during travel to/from an event	<b>Club Members</b>	<p>The club does not provide official transport; all members make their own travel arrangements. The club has an established meeting point (Either Meanwood Park Car Park OR Upstairs at the Fox &amp; Newt) &amp; the event starts from this point.</p> <p>All members are resident in Leeds &amp; the surrounding area, so travel distance is short (no overnight travel/accommodation needed).</p> <p>Travel is at the members own risk.</p>	N	/	A	N
Injury due to issues with Night time navigation.	<b>Club Members</b>	<p>All OUTDOOR events are timed so that they will finish before sunset, so light levels should be sufficient. As the OUTDOOR area is wooded, it can get dark earlier than the published sunset time, so this is accounted for. The light levels &amp; pace of the event are monitored by a referee throughout to ensure that events are complete &amp; members have safely navigate out of the wooded area to the lit car park</p>				