

Risk Assessment

Hazard	Expected Outcome	Who is affected	Risk Before	Action taken	Risk After
An object is thrown into the area such as litter or an object falls out of a rider's pocket	Play gets slightly disturbed/Bodyzorb gets damaged on the obstruction while the operator removes it	The Bodyzorb may need repairing and the rider may need to get out/use a new Bodyzorb	Low Depends on area and obstructions	Have operators making sure objects are not thrown into area and make sure riders do not have anything in their pockets	Low
Spectators get hit by Bodyzorbs	Spectator falls and hurts themselves	Spectators	Low Depends if spectators are allowed to enter area	Have operators making sure that no one is allowed to enter area without a Bodyzorb	Low
Supervisor gets hit and hurt by a bodyzorb when they enter the area	Possibly fall down	Operator	Medium	Have the supervisor wear a soft helmet if and when they enter the area	Low
Someone hurts their ankles from rolling	Hurt leg, arm	Rider	Low due to the design of Bodyzorb	Have operators constantly supervise and make sure riders know rules.	Low
Rider gets wet/dirty/sore knees from getting-up many times	Rider gets dirty/wet/sore knees	The rider	High	Supervisor offers all riders knee pads	Low
<i>Rider gets hurt inside a Bodyzorb (gets hit too hard/falls too hard)</i>	<i>Rider gets hurt</i>	<i>The rider</i>	<i>Low as the Bodyzorbs protect the rider, only another Bodyzorb can hit a Bodyzorb so it's double protection, riders can see all around them, riders hold the handles which keeps them secure and protected. riders are ready to bump into each other,</i>	<i>Supervisors tell riders to only bump into each other when they can see each other, don't bump people from behind or when people are getting up. Be careful of smaller people, told to hold the handles and always have harness on comfortably. Supervisors are constantly supervising so can stop people from disobeying check on all riders at all times</i>	Low
<i>Someone gets claustrophobic or tired and wants to get out</i>	<i>Rider panics</i>	<i>The rider</i>	<i>Low as supervisor will know as soon as they help the rider into the bodyzorb if they are claustrophobic or not. Riders know that they can get in and out by themselves if they want, operators will easily see if someone is not enjoying themselves</i>	<i>Make it clear to riders that they can get out at anytime by either coming to the entrance or staying down.</i>	Low