

Activity description & Location: Games In Hall - Buildings

Use rating: C



- Use:**
- A** Must be operated by Baptist Camping Victoria qualified staff
 - B** In house training at Baptist Camping Victoria required before using this equipment
 - C** Safe operating procedures must be read and adhered to by all users of this equipment
 - D** Does not apply

	Initial Matrix Level	Comments (when and where hazard is present)	Control Description (Current & proposed)	Revised Matrix Level
Activity/Task Hazard Identification				
Is there potential for?				
<ul style="list-style-type: none"> <input type="radio"/> Being cut or stabbed <input checked="" type="radio"/> Struck, crushed or entangled <input type="radio"/> Electric Shock <input checked="" type="radio"/> Manual Handling/ergonomics <input type="radio"/> Infectious agents or materials <input checked="" type="radio"/> Slip, trip, fall <input type="radio"/> Other factors – specify: _____ 	L	Clothing caught on furniture/games props, running into walls, equipment and each other. Lifting games equipment. Tripping over equipment.	Ensure area is clear, people aren't running, define boundaries, use equipment correctly, supervision and group management	L
	L			L
	L			L
Workplace Conditions Hazard Identification				
Is there potential for?				
<ul style="list-style-type: none"> <input type="radio"/> Extremes of temperature <input type="radio"/> High wind or humidity <input type="radio"/> Inadequate light <input type="radio"/> Dust, fumes or vapours <input type="radio"/> Exposure to UV or other radiation <input type="radio"/> Emergency situations <input type="radio"/> Other factors – specify: _____ 				
Environmental Aspects Hazard Identification				
Is there potential for?				
<ul style="list-style-type: none"> <input type="radio"/> Energy consumption <input type="radio"/> Nuisance noise <input type="radio"/> Dust <input type="radio"/> Water consumption <input type="radio"/> Hazardous waste <input type="radio"/> Hazardous emissions <input type="radio"/> Other factors – specify: _____ 				

Comments/controls yet to happen: _____