

Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

SUBJECT:

Archery

Tag

RISK ASSESSMENT REF: Archery Tag/2026/V1

WRITTEN BY: Operations Team/ Health and Safety Team

REVIEWED BY: Dave Daborn, December 2025








REVIEW DATE: December 2026

Risk Matrix								
Risk rating guidance	Likelihood (L)	5	5	10	15	20	25	Likelihood (L) x Severity (S) = Risk Rating (RR).
		4	4	8	12	16	20	
		3	3	6	9	12	15	
		2	2	4	6	8	10	
		1	1	2	3	4	5	
			1	2	3	4	5	
Severity (S)								
Acceptability of risk guidance	High-risk: 15 – 25		High-risk activities should cease immediately. Further effective control measures to mitigate risks must be introduced.					
	Medium-risk: 8 – 12		Medium-risks are an acceptable level based on the reduced likelihood after sufficient control measures are implemented.					
	Low-risk: 1-6		Low-risks are largely acceptable. Where it is reasonable to do so, efforts should be made to reduce risks further.					
Guidance. When completing a risk assessment, you should:	<ol style="list-style-type: none"> 1. Identify the persons at risk and the significant hazards. 2. Calculate an initial RR for the activity. 3. Identify risk control measures that reduce the risks to an acceptable level. 4. Calculate a revised RR - you should consider how much safer the task will be if the control measures are followed. Here, you should consider changing both the likelihood (L) and the severity (S) ratings. 							
Note. Ideally, you should look to reduce the risks so that the task can be classified as “low-risk”.								

Likelihood	Definition	Points rating
Inevitable	If the work continues as it is, there is almost 100% certainty that an accident will happen, for examples: A broken stair or broken rung on a ladder, Bare, exposed electrical conductors, Unstable stacks of heavy boxes	5
Highly likely	Will happen more often than not. Additional factors could precipitate an incident but it is still likely to happen without this additional factor.	4
Possible	The accident may occur if additional factors precipitate it, but it is unlikely to happen without them.	3
Unlikely	This incident or illness might occur but the probability is low and the risk minimal.	2
Remote possibility	There is really no risk present. Only under freak conditions could there be any possibility of an accident or illness. All reasonable precautions have been taken - This should be the normal state of the workplace.	1

Severity	Definition	Points rating
Very high	Causing multiple deaths and widespread destruction eg. fire, course/building collapse.	5
High	Causing death, serious injury or permanent disability to an individual.	4
Moderate	Temporary disability causing injury (to member of the public, contractor or employees) or disease capable of keeping an employee off work for seven days or more and reportable under RIDDOR (Reporting of Injuries, Diseases and Dangerous Occurrences Regulations 1995).	3
Slight	Minor injury (to member of the public, contractor or employee), which would allow the individual to continue work after first aid treatment on site or at a local surgery. The duration of the stoppage or treatment is such that the normal flow of work is not seriously interrupted.	2
Nil	Very minor injury, bruise, graze, no risk of disease.	1

Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

Personal protective equipment (PPE) assessment								
Type of PPE:								
	Head	Foot	Eye	Hand	Hearing	Hi-Visibility Vest	RPE	Fall Arrest

SER	HAZARD	L	S	RR	WHO MIGHT BE HARMED	CONTROL MEASURES	FURTHER CONTROL MEASURES: reviewed annually to formulate Risk Reduction Plan (to be added)	L	S	RR
G	Inappropriate Clothing <ul style="list-style-type: none"> • Footwear 	3	3	9	Participants Employees	<ul style="list-style-type: none"> • Pre booking and on arrival advice/checks Refer to supervision policy for agreed requirements by activity 		1	3	3
G	Darkness causing <ul style="list-style-type: none"> • Disorientation • Impaired supervision 	2	3	6	Course users Employees Contractors	<ul style="list-style-type: none"> • Careful planning of session availability in line with Sunset times • Adequate supervision • Staff assistance • Termination of Activity 	“Sundown” sessions run with additional risk assessment.	1	3	3
G	Weather <ul style="list-style-type: none"> • Lightning • High Wind • Ice and snow • Extreme Cold • Fog/Mist Excessive Heat 	3	3	9	Course users Employees Contractors	<ul style="list-style-type: none"> • Suitable clothing guidance and uniform • Rest periods and breaks • Training of staff and customers • Monitor weather reports and forecasts • Patrolling instructors’ observations (Beaufort scale) • Provision of water 		1	3	3
G	Medical conditions <ul style="list-style-type: none"> • Pre-existing injuries • Pregnancy • Fatigue • Hearing and Visual impairment • Individual additional needs • Other 	2	2	4	Course users Employees	<ul style="list-style-type: none"> • Medical Disability, Pregnancy , Additional Support, Deaf Participants, Existing Physical Injuries Policies • Risk Acknowledgement • Terms and Conditions • Staff training • Safety Rules and Advice • Dynamic assessment of risk • Users advised to seek medical advice 		1	2	2

Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

G	<p>Challenging Behaviour</p> <ul style="list-style-type: none"> • Verbally abusive • Physically abusive • Failure to follow rules • Aggressive 	2	3	6	Participants	<ul style="list-style-type: none"> • Staff Customer Conflict Policy • Staff Training • Exclusion from activity • Safety Rules and Advice • Terms and Conditions • Verbal warning, of session being cut short • Emergency Services 		1	3	3
1	<p>Falling/slipping whilst running or avoiding arrows. Falling and an injury being caused by the bow or arrow.</p>	4	2	8	Players	<p>The location is a flat, grassed field. Instructors will visually check the pitch for and remove any foreign objects or changes during opening and prior to any subsequent sessions. Players will be made aware of the risk if the grass is wet. (pre-event info and briefing) Inflatables are attached to the ground by pegs, which must be inserted into the ground as far as possible.</p>		2	2	4
2	<p>Injury from being hit by arrow (players).</p>	2	3	6	Players, spectators and staff	<p>Hitting an opponent with an arrow is the idea of the game – players will be aware of this before participating. The arrows are blunt, with foam ends, and the bows are strung in such a way to provide little power. Participants to wear face mask (as used by established operators) at all times when in the playing area, instructed in safety brief. These masks are checked before and after use. Staff/referees are always present. The playing area is defined. There is a “no go zone” between the teams that cannot be entered, meaning that opponents cannot get too close to one another. Players are instructed to only aim at the opposing team. Depending on the size of the group(s), there may be times when players are not taking part.</p>		1	3	3

Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

						<p>If so, they either remain masked or are removed to a 'safe zone' away from the playing area where they are safely outside the range of arrows.</p> <p>All bows and arrows not in use are kept in a designated area away from spectators.</p> <p>Instructor to use whistle to stop play immediately if any players remove their mask or anyone enters the playing area not wearing one.</p> <p>Any players showing reckless disregard for the safety rules to have their session ended early.</p>			
3	Injury from being hit by arrow (park users).	2	2	4	Park users	<p>The game will be played in the middle of a large, fenced, field, with no footpaths. The area is a defined space.</p> <p>Signage will be displayed on the fences and gate to prevent park users entering the field whilst the game is operating.</p> <p>Instructor to stand where they can see non-participants approach and use whistle to stop play immediately if anyone enters the play area not wearing a mask.</p> <p>The bows are not strong enough to shoot arrows too far, and the arrows are weighted at the front by the rubber stopper which means they cannot travel far.</p>	1	2	2
4	Injury from bow string to arm.	4	1	4	Players	<p>Arm guards are provided and must be worn while playing, a brief will explain how to shoot a bow safely and what to expect. Pre-event info to suggest that long sleeve clothing is preferable.</p>	2	1	2

Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

5	String or arrow becoming entangled in hair, clothing or jewellery.	3	2	6	Players	Pre-event info to include – no loose clothing or hair, loose or snagable jewellery to be removed. Long hair to be tied back. No open toed footwear and shoes must be attached securely.		1	2	2
6	Equipment Failure	3	2	6	Players	Equipment sourced through reputable company. Pre and post use checks. Regular inspections of equipment. Equipment that does not pass inspection to be removed from use. Players are briefed not to use an arrow that is damaged and to hand any damaged equipment to the instructor.		1	2	2
7	Unsupervised access to equipment	3	2	6	Public	Bows and arrows to be kept locked up until needed for use. Instructor to watch for arrows being lost outside the pitch during play and efforts to be taken to locate them. Equipment to be counted in and out each day.		1	2	2
8	Horseplay – physical contact on and off the pitch.	3	2	6	Players	Correct behaviour and rules to be covered in safety brief. Instructor to stop play with whistle and correct behaviour if needed. Non-playing participants to be accompanied by an instructor, and supervising adult if under 16.		1	2	2
9	Muscular injury from excessive strain.	3	2	6	Players	Suitable equipment (bows) to be offered to the players. Players to be offered the opportunity to do some warmup activities.		2	2	4
10	Poor Weather	2	2	4	Players Staff	Activity to be stopped in case of high winds, lightning storms, forest fires, as per Treetop Challenge/Adventure policy, and participants removed to the sites designated muster area.		1	2	2

Risk Assessment for Adventure Forest Ltd T/as Go Ape! &/or Go Ape! EOT

11	Exposure – hypothermia or dehydration	2	2	4	Players Staff	Instructors to check all participants are dressed appropriately for the weather. Drinking water to be provided on hot days. Instructors to monitor participants for signs of dehydration. On hot days, longer rest breaks to be offered.		1	2	2
12	Dirty Facemasks – contamination	2	2	4	Players, Staff	Facemasks will be disinfected after each session. Players will be told to keep the same mask for the duration of the session.		1	2	2
13	Collision between players whilst playing	3	3	9	Players	Briefing will include a warning of the possibility of a collision between players		2	3	6

References: HSW Act, MHSW Regs, WAH Regs, PUWER, PPE Regs, Workplace HSW Regs, H&S (Safety Signs) Regs, First Aid Regs, Occupiers Liability Act, HSE Information Sheet Entertainment Sheet No 14 ,HSE 5 Steps to Risk assessment INDG 163 ,HSE A Guide to Risk Assessment requirements INDG 218 ,Go Ape Generic Risk Assessments

Control Measures. Where a control measure has been identified, it is only included once and not repeated under every subject. Therefore, for a specific hazard identified, a control measure noted above may apply to that hazard. (HSE RA guidance.)

Go Ape operational and training systems. These include the following: Go Ape Operations on how to run a Go Ape Activity, Go Ape Training Manual including training and assessment policy, Practical Session plans and online training and Go Ape Company Handbook.

Instructor Training. Go Ape staff must undertake relevant training and assessment programme specific to their role. They undergo training in accordance with the Go Ape Online Training Manual.