

Water Walkers

Generic Risk Assessment

Hazard	Risk	Who is Affected?	Risk Before			Action Taken	Risk After		
			S	L	T		S	L	T
Faulty Equipment	Injury due to equipment breaking e.g. bruises, cuts and abrasions	Team	2	2	4	<ul style="list-style-type: none"> All equipment should be checked by the Staff Member prior to and during the session. The water walker will be safety checked pre-use and a daily operation form must be completed. Water walkers and pumps should receive logged safety checks fortnightly in line with operating handbook. 	2	1	2
Equipment	Misuse of equipment leading to injuries e.g. bruises, cuts and abrasions	Team	2	2	4	<ul style="list-style-type: none"> Staff Member to brief participants on the correct usage of the equipment. Staff Member should remain vigilant to ensure participants are using equipment as briefed. Participants to be adequately spaced out before using equipment. 	2	1	2
Safety equipment	Incorrectly fitted causing injuries/drowning	Team	4	2	8	<ul style="list-style-type: none"> All PPE should be checked by the Staff Member prior to participants entering the water and must be constantly monitored. A trained lifeguard will be on duty at all times (a water competency trained staff member is sufficient where a pool has a water depth up to 1.5m). 	4	1	4
Over-exertion/ Pre-existing medical conditions	Injuries and illness due to overexertion causing muscle strains or other injuries	Participants	3	2	6	<ul style="list-style-type: none"> Staff Member to ensure a relevant warm-up is carried out prior to the activity starting. Staff Member to ensure participants enter the pool in the waterwalker in a controlled manner. Staff member to brief participants to be careful when in the water walker ball, and not to over-exert themselves. Staff Member to brief participant on what to do if they wish to end their turn. Staff Member to ensure participant has read and understands safety disclaimer before participating in Waterwalkerz. Staff Member to double check if any pre-existing medical 	3	1	3

						conditions are present before commencing.			
Equipment on pool side	Collisions causing bruises, cuts and abrasions	Team	3	2	6	<ul style="list-style-type: none"> Staff Member to check for any hazardous objects prior to the session and remove if necessary. 	3	1	3
Participants	Participants pushed into pool leading to collisions; causing concussion, bruises and abrasions	Team	3	2	6	<ul style="list-style-type: none"> Staff Member to give a safety brief to include no pushing each other into the pool (the Staff Member also must not push participants into the pool). 	3	1	3
Spectators	Collisions with participants or tripping on equipment; causing concussion, bruises and abrasions	Public	2	2	4	<ul style="list-style-type: none"> Staff Member to show spectators a safe area to watch from. Staff Member to remain vigilant and prevent spectators getting too close to the equipment/ participants/ poolside. 	2	1	2
Pool sides	Collisions causing bruises, cuts and abrasions	Participants	3	2	6	<ul style="list-style-type: none"> Staff Member must control the water walker by holding the rope at all times. Participants briefed to stay away from the pool sides. Participants to wear helmets at all times. 	3	1	3
Lane Ropes	Excess lane rope left on pool side leading to trips causing bruises, cuts and abrasions	Participants & Public	2	2	4	<ul style="list-style-type: none"> Any excess lane rope must be neatly hidden away and left in the pool/gutters. Lane ropes must be attached to an appropriate place inside the pool area and not on the pool edge to ensure that no hazards are created on the pool side. 	2	1	2
Surfaces	Wet pool side causing slips, trips and falls	Team	3	2	6	<ul style="list-style-type: none"> Staff Member should brief the participants with the pool rules. This should include walking around pool sides. 	3	1	3

Water	Damage to Water Walker leading to deflation and causing drowning	Participants	4	2	8	<ul style="list-style-type: none"> A trained lifeguard will be on duty at all times (a water competency trained staff member is sufficient where a pool has a water depth up to 1.5m). The following emergency equipment must be readily at hand: <ul style="list-style-type: none"> Long pole Lifbuoy with attached rope (length to be at least half the width of the operating area) and/or throwing rope (length to be at least half the width of the operating area) Fully stocked first aid kit. Staff Member must remain vigilant and remove the Water Walker ball from the water if it becomes damaged. Waterwalkerz and pumps should receive logged safety checks fortnightly in line with operating handbook. They should be taken out of action if unsafe to use. The water walker will be safety checked pre-use and a daily operation form must be completed. 	4	1	4
Other water users	Collisions causing concussion, bruises or abrasions	Participants & Public	2	2	4	<ul style="list-style-type: none"> Activity to be carried out in designated area away from any other water users. Operating area must be clearly roped off. Staff Member to remain vigilant at all times. 	2	1	2
Water Walker Zip	Faulty zip or misuse of zip causing drowning	Participants	4	2	8	<ul style="list-style-type: none"> Staff member to ensure daily check is done prior to session starting. Staff Member to ensure zip is fully lubricated prior to session start. Staff Member to check zip is done up correctly before launch. Staff Member to ensure that the Velcro is correctly done up on plastic covering before launch. Staff Member to remain vigilant, and hold on to cord at all times. Participants deemed to be over 14 stone (13 stone in Canvas product, 12 stone in TUI product) in weight cannot use the water walker. 	4	1	4
Electric Pump	Faulty pump or misuse of pump causing	Staff	4	2	8	<ul style="list-style-type: none"> Only Staff Member should operate the pump. Staff Member should ensure that the cable and pump are kept dry. 	4	1	4

	electrocution					<ul style="list-style-type: none"> • Pump should be kept upright (lighter pumps may need to be attached to wooden blocks). • The Staff Member must ensure that the pump is tethered to a stable point which is no closer than 2 metres from the water's edge. • Plug must have a circuit breaker on it. 			
Claustrophobia	Panic attack/ short breathered due to participant panicking	Participants	2	2	4	<ul style="list-style-type: none"> • Staff Member to brief participants on what to do if they wish to end their turn. • Staff Members to remain vigilant of participants wishing to stop the activity. • Staff Member to be aware of signs participants may exhibit if they suffer from claustrophobia e.g. nervous on entry, unsure whether to participate, panic as they enter water walker, sweating. 	2	1	2
Weather	Risk of sunburn, heat exhaustion and dehydration; or hyperthermia during activity	Team	3	2	6	<ul style="list-style-type: none"> • Ensure regular water breaks are taken. • If it is hot, ensure participants wear sun cream and hats and there is a shaded area available. • If it is cold, ensure participants are wearing suitable clothing to keep warm. • Ensure participants only stay inside the ball for a few minutes at most. • Staff Member to ensure participant has read and understands safety disclaimer before participating in Waterwalkerz. 	3	1	3