

HEALTH AND SAFETY RISK ASSESSMENT FORM

ASSESSMENT FOR: The Escape Key	NAME OF ASSESSOR: Martin Ashburn	DATE: 31/07/2024	REVIEW DATE: 31/07/2025
Brief description of Task / Process / Demonstration	Escape room experience		

List of potential hazards:	Likelihood of risk occurring:	Who might be harmed?	How is the risk controlled / mitigated?	Further action required to control risk (if necessary)
Head and other injuries arising from tripping over.	Low	People in escape rooms	Risk is explained to customers. The need to take care and watch footing is emphasised. Cables and steps are high visibility.	
Injuries arising from falling off and into furniture and props	Low	People in escape rooms	Customers are advised not to climb or sit on furniture inside the escape rooms	
Injuries arising from furniture and props falling on to customers	Low	People in escape rooms	Customers are advised not to use any force when touching items. Weekly checks made to structural items.	Any unsafe items are reported and then removed from the game environment until repaired.
Electric shock	Low	People in escape rooms	Low voltage systems are used in the escape rooms to minimise electric shocks. Weekly maintenance checks	Anything found to be potentially unsafe is removed from game environment
Panic or anxiety attack	Low	People in escape rooms	Games are closely monitored, anyone feeling uncomfortable can ask to leave at any point	We can withdraw players, and open the door within seconds of them asking. We can give players

				a preview of the room(s) if they are concerned
Epileptic or other fit (Plague room only)	Low	Persons who react to strobe lighting e.g those with epilepsy	Risk is explained to customers. Light can be controlled by customers.	Anyone with strobe issues to be offered an alternative room.
Interference with heart pacemaker (Electric City only)	Low	Persons wearing pacemakers	Risk is explained to customers. GM checks whether anyone has a pacemaker fitted	Any person with a pacemaker would be taken out of Electric City while the Tesla coil puzzle is on.
Interference with Hearing aid (Electric City only)	Low	Persons wearing hearing aid	Risk is explained to customers. GM checks whether anyone has a hearing aid fitted	Any person with a hearing aid would be taken out of Electric City while the Tesla Coil puzzle is on.