

Re-enactment Risk Assessment

Definitions for the purposes of this document;

* An authorised person is defined as an individual acting as directed by an officer of the society.

* A field officer is defined as an authorised person fulfilling a battle command or organisational role

* A competent person is defined as a person who has satisfied the appropriate officers of the society that they can safely perform the task identified.

Hazard /Risk	Severity	Likelihood	Controls	Action Required	Final Risk
<p>Living History site (general) Personal Injury [public] Third Party Injury [public]</p> <p>Dogs</p>	Low	Medium	<p>When open to the public, area to be supervised at all times by an authorised person.</p> <p>Items to be appropriately stored when not in use.</p> <p>Authentic tents are to be competently erected and maintained.</p> <p>Best practice is that tents should be in a roped off area to avoid trip hazards and public wandering between tents</p> <p>Any other trip hazards including natural (tree roots etc) must be communicated and if possible marked</p> <p>Reenactors must be in control of their dogs at all times and ensure any mess is cleared up</p>	<p>When showing to public, close supervision is to be provided to ensure any potentially dangerous article of living history or craft equipment is not misused.</p> <p>During an event, all participants are responsible for maintaining site safety, cleanliness and good order.</p> <p>If tents are not roped off or are otherwise accessible to public Guy lines / pegs should have additional "markers" such as a piece of cloth tied to the guy to minimise trips</p> <p>If camps or areas of camps are "open" to the public they should not be left unattended / supervised</p>	Low

<p>Fires</p> <p>Personal Injury [public]</p> <p>Third Party Injury [public] *</p> <p>Material damage</p>	<p>High</p>	<p>Low</p>	<p>Fires will only be permitted in the living history camps</p> <p>a suitable brazier or fire stand will be used and raised off the ground</p> <p>Appropriate firefighting equipment (water bucket or sand bucket) must be present</p> <p>Fires must not be left unattended</p>	<p>The Fire will be in a closed off area to prevent public access</p> <p>When open to the public, the fire to be supervised at all times by a competent person.</p> <p>Special care is to be taken in disposal of hot embers and ashes/ a metal bin will be provided for cold ash and embers only</p>	<p>low</p>
<p>Blunt Display Weapons</p> <p>Unauthorised Use</p> <p>Personal Injury [public]</p> <p>Third Party Injury [public]</p>	<p>Medium</p>	<p>High</p>	<p>Area to be supervised at all times by competent person.</p> <p>Authorised persons to remain in immediate vicinity.</p> <p>Items to be checked for any sharp burrs or "nicks" and be appropriately stored when not in use.</p>	<p>Equipment to be used by competent, authorised persons only.</p> <p>When showing to public, close supervision is to be provided to ensure the article is not misused.</p>	<p>Low</p>

<p>Display Combat Personal Injury</p>	<p>High</p>	<p>Medium</p>	<p>All weapons are made to the group's agreed safety standards</p> <p>Weapons used have safety edges / features to minimize likelihood and severity of injury</p> <p>Suitable gloves are worn during all combat</p> <p>Extensive supervised training should have been undertaken before progressing to 'free fight'</p> <p>All blows used are to be controlled for strength and target area.</p> <p>All combatants are trained in controlling the weight of shots</p> <p>Only shots to legitimate target areas are permitted</p> <p>Heavy shots are to be reported and corrected.</p> <p>Ground should be inspected for safety and trip hazards</p>	<p>All weapons must be inspected before use. Sharp damage or excessive wear to handles etc and must be made safe before use. safety officers will be appointed for each echelon on Saturday morning to do weapons checks</p> <p>All combatants are to be aware of safety rules and any violations of the safety rules are to be reported to army commanders.</p> <p>All participants to be made aware of event-specific restrictions such as exit and entry points and any areas considered unsafe. (Saturday briefing)</p> <p>Groups generally have a culture of continuous improvement and assessment</p> <p>Records of all accidents to be kept and trends sought and corrected.</p>	<p>Low</p>
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<p>Arena Combat Displays</p> <p>Personal Injury [public]</p> <p>Third Party Injury [public]</p>	High	Low	<p>Combat displays are only permitted within the inner boundary of a twin-roped arena.</p> <p>Space of tapes to be 2 metres minimum</p> <p>Only competent, authorised persons are permitted within the limit of Inner barrier, to take part in the display.</p> <p>Display will be halted at the call of any combatant or other competent person {the call will be "Hold"}</p>	AS ABOVE	Low
<p>Weather the weather can cause control problems or personal injury.</p> <p>Heat stroke / dehydration</p>	Medium	Low	<p>Steel weaponry and helmets should not be used during thunder storms due to risk of lightning</p> <p>Combat should be halted if conditions underfoot become too slippery</p> <p>In any weather, extra drinking water will be required</p> <p>Its not just heat, high humidity / damp conditions can lead to heat exhaustion / dehydration when wearing and fighting in armour.</p> <p>Drink as much as you need and then drink some more</p> <p>Eating sufficient before strenuous exercise such as combat is essential</p>	<p>Field officers to take a view on weather conditions</p> <p>Everyone should be aware of the potential for dehydration or heat exhaustion</p> <p>Drinking water to be available</p> <p>Everyone should be aware of the symptoms so that they can recognise it in themselves and others.</p> <p>If affected remove armour and padding as soon as it is safe, drink plenty of fluids / rehydration solution</p>	Low

<p>Medical Emergency Known conditions e.g. Asthma</p> <p>Previously unknown conditions</p> <p>Previously undeclared conditions</p>	High	Low	<p>Fully charged mobile phone to be available at all gatherings</p> <p>For known conditions, First Aider to seek advice from member on how to manage condition in the event of an emergency.</p> <p>If away from road access, escort for ambulance crew to be provided.</p> <p>Groups should maintain their own first aid kit.</p>	<p>Red wristbands will be issued at Saturday morning briefing. Write issues on inside so first aiders can access if need be.</p> <p>(note to make sure first aiders are briefed)</p>	Low
<p>Public Disruption</p> <p>Such as Drunk passers-by or audience</p> <p>Disorderly behaviour</p>	Low	Low	<p>Field officers to call a halt to all combat, weapons to be massed and covered from sight</p> <p>Only gentle efforts [verbal persuasion] to move the person on should be used.</p> <p>If confrontation becomes or heads towards physical, Police to be called</p>	All members to be informed of protocol and to be supported during any such incident	Low

<p>Archery</p> <p>and</p> <p>Have a go archery and other "missiles"</p> <p>Personal Injury [public]</p> <p>Third Party Injury [public]</p>	<p>High</p>	<p>Medium</p>	<p>Archery or thrown missiles should only be undertaken after being fully satisfied that</p> <p>The site is suitable – clear vision for sufficient distance in all directions</p> <p>That there is sufficient "space" available with a large gap before any publicly accessed space Sessions must be led by someone experienced</p> <p>Have a go and target shooting No one must ever be in front of an area where arrows or other missiles are being used.</p> <p>Where possible a suitable back stop such as an archery net should be in place – if not available even more space is necessary</p> <p>All equipment should be checked before use to ensure as far as possible it is safe to use.</p> <p>An agreed officer must be in charge of session and ensuring all archers have finished shooting and bows are down</p> <p>No one shall move forward to retrieve arrows until a call of "Clear"</p> <p>For archery as part of the battle scenario or shooting at troops demonstration</p> <p>6</p>	<p>Sessions must always be in a safe area</p> <p>Any doubts</p> <p>DONOT PROCEED</p> <p>An agreed officer must be in charge of any shooting or other missile</p> <p>In battle scenario the only arrows allowed on the field are the blunts supplied for the event (issued Saturday morning) Archers must only shoot at the opposing archers And must only be in the positions designated in the scripts to minimise risk.</p> <p>All shots must be 45% lobbed – no flat shooting</p> <p>Archers must attend practice session Saturday morning in the</p>	<p>Low</p>
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Food	High	Low	Reenactors preparing food in their camps should take sensible precautions regarding storage and preparation of food stuffs	Reenactors should not be providing food to members of the public unless they hold food hygiene certification and are fully compliant with food handling and labelling for allergies etc	
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