

Re-enactment Risk Assessment

Hazard /Risk	Severity	Likelihood	Controls	Action Required	Final Risk
Living History site (general) Personal Injury [public] Third Party Injury [public]	Low	Medium	When open to the public, Living History area to be supervised at all times by a competent person. Items to be appropriately stored when not in use. Especially sharp implements. Authentic tents are to be competently erected and well maintained. Best practice is that tents should be in a roped off area to avoid trip hazards and public wandering between tents. Any other trip hazards including natural (tree roots etc) must be communicated and if possible marked.	When showing items to the public, close supervision is to be provided to ensure any potentially dangerous article of living history or craft equipment is not misused. During an event, all participants are responsible for maintaining site safety, cleanliness and good order. If tents are not roped off or are otherwise accessible to public Guy ropes / pegs etc should have additional "markers" such as a piece of cloth tied to the guy to minimise trips. If camps or areas of camps are "open" to the public they should not be left unattended / supervised	Low
Dogs	Low / medium	low	Reenactors must be in control of their dogs at all times and ensure any mess is cleared up.		low
Fires Personal Injury [public] Third Party Injury [public] * Material damage	High	Low	Fires will only be permitted in the living history camps. a suitable brazier or fire stand must be used and raised off the ground Appropriate firefighting equipment (water bucket or sand bucket and or fire blanket) must be close at hand Fires must never be left unattended.	The Fire should be in a closed off area to prevent public access Fires must be supervised at all times by a competent person. 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	low

			<p>All blows used are to be controlled for strength and target area. All combatants must be 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.</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>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-rope arena.</p> <p>Space of ropes to be 2 metres minimum</p> <p>Only competent, reenactors and water bearers are permitted within the limit of Inner barrier, to take part in the display.</p> <p>In the event of Injury if possible move to the edge of the arena for first aid.</p> <p>If moving casualty is not possible the combat must be halted to allow first aiders safe access.</p> <p>Display will be halted at the call of any combatant or other competent person {the call will be “Stop Stop Stop”}</p>	<p>AS ABOVE</p> <p>Public should be monitored to ensure they don’t invade this safety zone</p>	Low
<p>Weather the weather can cause control problems or</p>	Medium	Low	<p>Steel weaponry and helmets should not be used during thunder storms due to risk of lightning</p>	<p>Field officers to take a view on weather conditions</p>	Low

personal injury.			<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>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 of dehydration / heat stroke so that they can recognize 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>	
<p>Heat stroke / dehydration</p> <p>medium</p> <p>high</p>					
<p>Medical Emergency Known conditions e.g. Asthma</p> <p>Previously unknown conditions</p> <p>Previously undeclared conditions</p>	High	Low	<p>First aid staff will be present to deal with any incidents.</p> <p>Fully charged mobile phone to be available at all gatherings</p> <p>For known conditions, First Aider refer to inside of red wrist band in the event of an emergency.</p> <p>If away from road access, escort for ambulance crew to be provided.</p> <p>All Groups should maintain their own first aid kit.</p>	<p>Red wristbands will be issued. Write known issues on inside so first aiders can access if need be.</p> <p>(note to make sure first aiders are briefed)</p>	Low
Public	Low	Low	Trained security staff will	All combatants to be	Low

<p>Disruption</p> <p>Such as Drunk passers-by or audience</p> <p>Disorderly behaviour</p>			<p>be on site. Security to be called to deal with the situation.</p> <p>Field officers to call a halt to all combat, weapons to be massed and covered from sight.</p>	<p>informed of protocol and to be supported during any such incident</p>	
<p>Archery</p> <p>and</p> <p>Have ago 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</p> <p>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>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 use</p>	<p>Low</p>

			<p>For archery as part of the battle scenario or shooting at troops demonstration</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 arena to gauge range.</p> <p>Archers must wear metal head protection</p> <p>If conditions are considered too windy or high risk archers may be prevented from shooting</p> <p>For archery demonstration any volunteer “live targets” must wear sufficient padding and a great helm as a minimum</p>	
Food	High	Low	<p>Reenactors preparing food in their camps should take sensible precautions regarding storage and preparation of food stuffs</p>	<p>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</p>	
Food preparation (sharps)	High	medium	<p>Sharp knives for food prep and axes etc for cutting firewood must be kept well away from public access areas and must never be mixed with blunt combat weapons.</p> <p>It is good practice to mark sharps (e.g red on handle)</p> <p>Sharps should only be used by experienced people</p>	<p>Never let a member of the public or inexperienced person handle a sharp knife or axe etc</p>	low