

Cave Maze

Area: Cave Maze
Minimum Staffing Level: 1 Instructor
Staff/Pupil Ratio: 1:20
Staff Qualifications: In House Training
Maximum Number of Participants: 25
Role of Accompanying Adult: Supervision of groups

Hazard	Outcome/Injury	Persons at Risk	Rating	Control Measure
Slips, Trips and Falls	Cuts, Grazes, Bruises	Instructors Participants	3 - 3	Bangs and Scrapes could be minimised by disciplined instruction being maintained at all times. First Aid kit available at all times.
Falls	Cuts, Sprains and Broken Bones	Participants	4 - 2	Instruction given on the middle section of the cave Emergency lighting available for younger groups
Disorientation	Participants become lost	Instructors Participants	3- 4	Emergency lighting in operation and all doors to be open if child is in distress. Instructor must count all participants in and out of the maze.
Low objects	Cuts, Grazes, Bruises	Instructors Participants	3 - 3	Any person entering the cave maze must have a safety helmet. Participants advised to keep them on at all times.
Colliding	Cuts, Grazes, Bruises	Participants	3- 4	First Aid kit stored in the trading post. Any person entering the cave maze must have a safety helmet.
Standing water	Infection, Disease	Participants	3 - 4	Instructor to check before letting groups in. Standing water removed as necessary.
Fragile roofing/ Falls off the roofing	Cuts, Sprains and Broken Bones	Participants Observers Customers on site	4 – 2	Signs placed on top of the maze and are clearly visible. All staff advised to make sure anyone found on the roof is told to get off and watches until they are off.
Unauthorised Access	Minor injury	All	4 - 3	Group Leader briefing, signage & controlled access. Area locked and secure when not in use.

Key

Rating: Likelihood (1 = Very High, 2 = High, 3 = Medium, 4 = Low) - Consequence (1 = Fatal 2 = Major Injury 3 = Minor Injury 4 = No Injury)