



SUBJECT: Escape Room  
 RISK ASSESSMENT REF: EscapeRoomBAVer1  
 WRITTEN BY: Luke Parker 10/04/2025  
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Risk Matrix								
Risk rating guidance	Likelihood (L)	5	5	10	15	20	25	Likelihood (L) x Severity (S) = Risk Rating (RR).
		4	4	8	12	16	20	
		3	3	6	9	12	15	
		2	2	4	6	8	10	
		1	1	2	3	4	5	
			1	2	3	4	5	
Severity (S)								
Acceptability of risk guidance	High-risk: 15 – 25		High-risk activities should cease immediately. Further effective control measures to mitigate risks must be introduced.					
	Medium-risk: 8 – 12		Medium-risks are an acceptable level based on the reduced likelihood after sufficient control measures are implemented.					
	Low-risk: 1-6		Low-risks are largely acceptable. Where it is reasonable to do so, efforts should be made to reduce risks further.					
Guidance. When completing a risk assessment, you should:	<ol style="list-style-type: none"><li>1. Identify the persons at risk and the significant hazards.</li><li>2. Calculate an initial RR for the activity.</li><li>3. Identify risk control measures that reduce the risks to an acceptable level.</li><li>4. Calculate a revised RR - you should consider how much safer the task will be if the control measures are followed. Here, you should consider changing both the likelihood (L) and the severity (S) ratings.</li></ol>							
<b>Note.</b> Ideally, you should look to reduce the risks so that the task can be classified as “low-risk”.								




Likelihood	Definition	Points rating
Inevitable	If the work continues as it is, there is almost 100% certainty that an accident will happen, for examples: A broken stair or broken rung on a ladder, Bare, exposed electrical conductors, Unstable stacks of heavy boxes	5
Highly likely	Will happen more often than not. Additional factors could precipitate an incident but it is still likely to happen without this additional factor.	4
Possible	The accident may occur if additional factors precipitate it, but it is unlikely to happen without them.	3
Unlikely	This incident or illness might occur but the probability is low and the risk minimal.	2
Remote possibility	There is really no risk present. Only under freak conditions could there be any possibility of an accident or illness. All reasonable precautions have been taken - This should be the normal state of the workplace.	1

Severity	Definition	Points rating
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<b>Very high</b>	Causing multiple deaths and widespread destruction eg. fire, course/building collapse.	<b>5</b>
<b>High</b>	Causing death, serious injury or permanent disability to an individual.	<b>4</b>
<b>Moderate</b>	Temporary disability causing injury (to member of the public, contractor or employees) or disease capable of keeping an employee off work for seven days or more and reportable under RIDDOR (Reporting of Injuries, Diseases and Dangerous Occurrences Regulations 1995).	<b>3</b>
<b>Slight</b>	Minor injury (to member of the public, contractor or employee), which would allow the individual to continue work after first aid treatment on site or at a local surgery. The duration of the stoppage or treatment is such that the normal flow of work is not seriously interrupted.	<b>2</b>
<b>Nil</b>	Very minor injury, bruise, graze, no risk of disease.	<b>1</b>



Personal protective equipment (PPE) assessment								
Type of PPE:								
	Head	Foot Closed toe footwear	Eye Goggles to prevent flying debris irritating the eye	Hand Gloves to protect from damage	Hearing Ear defends to protect from noise damage	Hi-Visibility Vest	RPE	Fall Arrest

SER	HAZARD	L	S	RR	WHO MIGHT BE HARMED	CONTROL MEASURES	FURTHER CONTROL MEASURES: reviewed annually to formulate Risk Reduction Plan	L	S	RR
1	Falling off Units	3	3	9	Participants	Participants are clearly instructed during the safety briefing not to climb on any furniture or units..	Instructor to remain present throughout gameplay to ensure rules are adhered to.	1	3	3
2	Walking into Doors/Hatches	4	3	12	Participants	Participants are advised in the safety briefing to be aware of their surroundings.  Rooms inspected regularly (pre and post session, during reset and setup) to keep walkways clear.	Instructor to remain present throughout gameplay to ensure rules are adhered to.	2	3	6



						Adequate lighting provided.				
3	Slips, Trips, and Falls	4	3	12	Participants, Staff	Participants reminded during briefing to be mindful of surroundings and to move carefully.  Rooms inspected regularly (pre and post session, during reset and setup) to keep walkways clear.  Adequate lighting provided.	Instructor to remain present throughout gameplay to ensure rules are adhered to.	2	3	6
4	Entrapment	4	3	12		Participants are formally advised during the briefing to remain vigilant of their surroundings and to proceed with caution throughout the premises.  Regular inspections of all rooms are conducted prior to and following each session, as well as during setup and resets.	Instructor to remain present throughout gameplay to ensure rules are adhered to	2	3	5



						Appropriate and sufficient lighting is maintained in all areas to facilitate safe navigation.			
<p>Refs</p> <p>HSE Information Sheet Entertainment Sheet No 14</p> <p>HSE 5 Steps to Risk assessment INDG 163</p> <p>HSE A Guide to Risk Assessment requirements INDG 218</p> <p>Go Ape Generic Risk Assessments</p>									