

Risk Assessment

Land Zorbs and Land Zorb Arena



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Category	What are the hazards	Expected outcome	Who may be harmed?	What is the rate of risk? (low, medium, high)	Action to be taken
Maintenance	Visual inspection for damage	Zorb balls & Arena to be in a well kept state.	Players, Spectators and Instructors	Low.	Visual inspection is carried out daily during cleaning and pack down. To ensure both arena and zorbs have no material discolouration, small holes or tears. The welding of material is in good order and anchor points are secure on the arena. The welding of material and ropes holding the two layers together, handles and rope sockets are secure.
	Detailed inspection for damage	Zorb balls & Arena to be in a well kept state.	Players, Spectators and Instructors	Low.	Detailed inspection is carried out fortnightly. To ensure both arena and zorbs have no material discolouration, small holes or tears. The welding of material is in good order and anchor points are secure on the arena. The welding of material and ropes holding the two layers together, handles and rope sockets are secure.
	Land Zorb gets punctured by debris or object	Zorb slowly deflates and the player can't get out	The player may need to be helped out and the zorb can be repaired and re-inflated.	Low.	Site assessed and we've found the best possible zorbing area is the grass area. Area will need to be checked for debris prior to setup.
Equipment	Equipment standards	Equipment made to a high quality standard.	Players, Spectators and Instructors	Medium	Manufacture ensures equipment is made from high quality materials: 1mm TPU for the Zorb balls (not PVC) and 0.55mm PVC for the arena, that are tear resistant, weather resistant and strong. TPU zorb balls can hold safely a person up to 15 stone. Both arena and zorb balls are heat welded to ensure seams are strongly bonded (rather than glued).
	Equipment usage	Equipment used to the manufactures recommendations	Players, Spectators and Instructors	Low	Follow manufactures recommendations; do not over inflate the zorb balls, do not use near sharp objects, do not use in excessive winds.
	Land Zorb Operational Areas	Operation needs to be on a soft flooring.	Player	Low	Advise client prior to booking the best possible playing area available i.e. grass or indoor sports hall - if matting is supplied.
	Fan is running with continuous electric	Electrics are to be covered at all times in case of rain & to avoid trip hazards	Player & Spectators	Medium	Operator must cover electrics with waterproof covers & ensure no power cords are in the way of players spectators, creating trip hazards.

Zorbing in Play	Injury inside ball	Minimal injury is expected.	Player	Low	Land zorbing is NOT an extreme form of zorbing like Bubble Zorbing or downhill Land Zorbing. No high speed impact or downhill rotation will be done by the participant. The participant will either crawl, walk or run in the zorb to get in motion on flat grassed surface. The player may trip in the ball, however the ball will stop with the weight of the person inside. The operator will stop play and ensure participant is ready to begin again.
	Player becomes exhausted	Player becomes exhausted by being over active and weather temperature.	Player	Medium	At temperatures exceeding 20 degrees Celsius or in direct sunlight participation will be limited to 5 minutes, however player can opt to get out earlier if they wish by stopping play and being helped out by the operator.
	Spectator gets hit by land Zorb	Spectator falls and hurts themselves.	Spectators	Low	Have operators make sure that no one is allowed to enter the area where the land Zorbs are present.
	Player falls out of ball entry/exit hole	The person may fall out of the entry/exit hole of the land zorb	Player	Medium	The zorb entry/exit hole will be plugged with a stopper. The ground will be covered with matting on grass.
	An object is thrown into the area of play or an object falls from a players pocket	Play gets disrupted and stopped and Land Zorb gets damaged.	The Land Zorb may need repairing and blown up again to carry on play.	Low	Have operators make sure objects are not thrown into the area, and players do not have anything in their pockets.
	Player launches zorb out of Arena	Player possibly injures spectator or damages ball	Spectator	Medium	Have operators constantly supervise and make sure the players know the rules and limitations of the activity and slow down play if needs be.
	Player gets distressed and wants to stop play	Player may try to climb out of Land Zorb whilst in play area.	Player	Medium	Have operators tell players to move out of playing area before climbing out, if player still attempts to climb out in area then the operator will stop play until player safely moves out of area.
	Player hurts themselves while in the zorb	Player injures themselves.	Players	Low	Have operators constantly supervise and make sure the players know the rules and limitations of the activity.
	Spectator sits on or near the arena	Spectator sits on the arena and can be hit by zorb	Spectator	Medium	Operators keep a close eye on spectators to ensure they are not sitting on the close to the arena.

Cleaning	Spread of infectious diseases	Player may open a cut or have a blood nose when in the ball.	Player	Medium	Operator stops play, retrieves the ball rider and then puts on gloves and cleans the ball out with anti-bacterial spray.
	Cleanliness of balls	Balls get dirty after each event	Player	Low	At the end of play, all items are cleaned down with anti-bacterial spray to remove; sweat and dirt.
Weather Risk Management	Weather Management	There is wind over Beaufort Force 5, a thunderstorm or extreme rain	Player	High	Weather checks are carried out leading up to events. On the day of the activity the wind, rain and weather type will be monitored by weather apps and mobile weather stations. In the case of extreme weather, inflatables should not be used when the wind or gusts are in excess of the maximum safe wind speed. The industry recommends a maximum wind speed of Force 5 on the Beaufort scale of 30-38 kph or 19-24 mph. Force 5 is a fresh breeze when small trees leaves begin to sway. Whereas Force 6 is a strong breeze 38–49 km/h or 25–31 mph when large branches are in motion, whistling can be heard in telephone lines and umbrellas can only be handled with difficulty. In the case of light rain, all electrics will be covered and inserted into PVC bag, so they are kept away from coming into contact with any water. In the case of heavy rain or thunderstorms zorbing will have to be held off until the weather returns to a good state.
	Wind management	Wind force and gusts are monitored prior to and during the event	Player, Operator & Spectators	High	The wind, rain and weather type will be monitored by weather apps and mobile weather stations. In the case of monitoring wind speed up to Force 5 on the Beaufort scale of 30-38 kph or 19-24 mph, once it reaches 75% of this speed we are on alert. Once it reaches 90% we begin to pack down.
	Arena wind restrictions	The Arena must be anchored and not operated in wind force 6 or over.	Player & Spectators	Medium	Operator must secure the Arena with anchors on hard flooring or with bouncy castle industry standard stakes on soft ground. So that it can withstand maximum wind speed of Force 5 on the Beaufort scale of 30-38 kph or 19-24 mph. Force 5 is a fresh breeze when small trees in leaf begin to sway. When wind is greater than Force 5, the board is to be pulled down & not operated.
Tethering Balls	Zorb ball blows away	Zorb balls are monitored during use and tethered while not in use.	Player, Operator & Spectators	Low	Zorb balls are placed on their flat entry surface when not in use and tethered down by 10mm climbing rope (Breaking strength: 28kN) threaded through a plug socket that is heat welded to the ball and Caribbean clipped tethering point. In 90% of Wind Force 5 the zorb balls won't be setup or are left deflated.
Zorb Timings	Person exerts themselves	Person becomes exhausted and hot	Participant	Low	We limit the participant to a 5 minute experience or less if they desire. They are made aware their time has finished by the sound of a whistle. Play is stopped also by the operator to get the person out.
Overnight Storage	Trip hazards to site trespassers	Trespasser trips on items and hurts themselves	Trespasser	Low	Items will be deflated and rolled up into a manageable pile. Crowd barriers will be put around the pile to ensure trespassers can't trip or tamper with the equipment.

Severity (S)

Severity of Risk is judged by evaluating the effects of the hazard if the risk occurs.

This is evaluated as Minor = 1, Major = 2, Serious = 3

Risk Likelihood (L)

The likelihood of the harm occurring is evaluated on the following basis:

Unlikely =1, Possible = 2, Likely = 3

Overall Risk

Overall Risk is calculated by multiplying the figure for Severity (S) x Likelihood (L). The figure calculated is related to the rate of risk as follows 1 to 3

Low, 4 to 6 Medium, 7 to 9 High

Circulation Management, Staff
and third parties

Assessor Marcia Brickwood

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