

## Risk Assessment – Shell Scheme Stands

<b>Show Name:</b>	<b>Venue:</b>
<b>Show dates:</b>	<b>Exhibitor Company:</b>
<b>Contractor Company:</b>	<b>Risk Assessment Completed by:</b>
<b>Stand Number:</b>	<b>Date of completion:</b>

<b>Identify Hazards</b>	<b>What could result from the hazard?</b>	<b>Who might be harmed?</b>	<b>Is the risk adequately controlled?</b>
Identify hazards on the stand area during the build-up, open and breakdown periods	<p><b>Trivial injury not requiring treatment e.g.</b> minor cuts and bruises</p> <p><b>Minor injury requiring treatment e.g.</b> broken fingers, toes, sprained tendons or muscles, illness (tiredness, stress, gastric)</p> <p><b>Major injury not life changing e.g.</b> head injury, loss of consciousness, broken bones, dislocations, respiratory problems. Usually, an injury from which full recovery is possible.</p> <p><b>Death or very serious life changing injury to one person e.g.</b> loss of limb, paralysis or life changing injury from which full recovery is unlikely.</p> <p><b>Death or very serious life changing injury to more than one person</b></p>	<ul style="list-style-type: none"> <li>- Exhibitors</li> <li>- Contractors</li> <li>- Organizers</li> <li>- Visitors</li> <li>- Staff</li> <li>- Disabled</li> <li>- Children</li> <li>- Elderly visitors</li> </ul>	<p>Consider hierarchy of controls</p> <ul style="list-style-type: none"> <li>- Eliminate</li> <li>- Substitute</li> <li>- Reduce</li> <li>- Isolate</li> <li>- Control</li> <li>- PPE</li> <li>- Discipline</li> </ul>

Probability (P)	Severity (S)	Calculation of Risk (R)						Action Level	
5 >75% 4 50 - 75% 3 25- 50% 2 1- 25% 1 < 1%	5-Multi death/ injury 4-Single death 3-RIDDOR major injury 2-RIDDOR 7 day 1-Minor/First Aid	Probability	5	5 –	10 – High	15 – High	20 – High	25 - High	LOW – no action required MED – justify /review for each event day HIGH –immediate action/ further controls needed
4	4 – Low		8 – High	12 – High	16 – High	20 - High			
3	3 – Low		6 - Medium	9 - High	12 – High	15 – High			
2	2 – Low		4 - Low	6 - Medium	8 – High	10 – High			
1	1 – Low		2 – Low	3 – Low	4 – Low	5 – Medium			
	1		2	3	4	5			
Severity									

<b>Risk Assessment</b>					
<b>Hazard</b>	<b>Consequences</b>	<b>Who is at Risk</b>	<b>Controls</b>	<b>Action Level</b>	<b>Person responsible for action</b>
<i>Manual handling (unloading and assembling), graphics, and furniture</i>	<i>Back strain, limb crush, muscle strain</i>	<i>Stand contractors</i>	<i>Staff trained in correct lifting techniques, use of trolleys and mechanical aids, subcontractors responsible for all handling</i>	<i>Medium</i>	<i>Stand manager</i>
<i>Working at height (installing the wall and higher graphics)</i>	<i>Injury due to fall, being hit by falling objects</i>	<i>Stand contractors</i>	<i>Only use trained personnel, use of secured ladders/platforms, elements built at ground level before installation, hard hats required for workers below</i>	<i>Medium</i>	<i>Stand manager</i>
<i>Slips, trips, and falls (cables, packaging materials, tools left unattended)</i>	<i>Minor to major injuries due to falls</i>	<i>Stand contractors, Stand staff, visitors</i>	<i>Keep work area tidy, use cable covers, immediate disposal of packaging, clear walkways</i>	<i>Medium</i>	<i>Stand builders</i>
<i>Traffic movement in loading bay (vehicles unloading materials)</i>	<i>Collision, crush injuries</i>	<i>Stand contractors, delivery staff</i>	<i>Banksman to assist with vehicle movement, high-visibility clothing, designated walkways</i>	<i>Medium</i>	<i>Stand builders</i>
<i>Catering – coffee, tea, other items</i>	<i>Burns and scalds, allergic reactions, etc</i>	<i>Stand staff Visitors</i>	<i>Where catering is served on the stand the chance of spills causing scalding or burns Serving samples or hospitality to visitors – ensure allergens are clearly shown</i>	<i>Medium</i>	<i>Stand Manager</i>
<i>Cuts from final stand dressing</i>	<i>Cuts and minor bleeding</i>	<i>Stand staff</i>	<i>Pre-prepare all materials to reduce the need to prepare items onsite</i>	<i>Medium</i>	<i>Stand manager</i>

Completed By: