

## Wii risk assessment

<b>Risk</b>	<b>Danger</b>	<b>Action to be taken</b>
<b>Hitting hand(s), arm (s) or controller(s)</b>	<b>Danger to player and equipment</b>	<ol style="list-style-type: none"> <li><b>1. Check there is sufficient space (including height) to play</b></li> <li><b>2. Make and mark play area</b></li> </ol>
<b>Striking observers and other players</b>	<b>Danger to player, equipment and observers</b>	<ol style="list-style-type: none"> <li><b>1. Make and mark clear boundaries that only the player can be in.</b></li> <li><b>2. Ensure play cannot proceed until previous player has left the play area.</b></li> </ol>
<b>Controller being accidentally released</b>	<b>Danger to observers, windows, TV and anything else in range</b>	<ol style="list-style-type: none"> <li><b>1. Play cannot happen without wrist strap being worn and tightened.</b></li> </ol>
<b>Fighting over controllers and or turn</b>	<b>Danger to players and equipment</b>	<ol style="list-style-type: none"> <li><b>1. Introduce a clear and fair rota/turn system</b></li> <li><b>2. Encourage use of multiplayer games rather than solo ones.</b></li> </ol>
<b>Setting up Equipment</b>	<b>Danger to equipment</b>	<ol style="list-style-type: none"> <li><b>1. Have equipment pre-set up or allocate responsibility to one person.</b></li> </ol>