

Crazy Golf Course Risk Assessment and Mitigation

Utterly Putterly Crazy Golf and Lawn Games

Assessment Date: 19/09/2025

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Key Hazards Identified & Mitigations:

1. Slips, Trips, and Falls

- **Risk:** Wet, uneven, or slippery surfaces on the course.
- **Who is at risk:** Players, children, staff, and visitors.
- **Risk Level:** Medium
- **Mitigations:**
 - Regularly inspect and maintain the surface to avoid uneven or damaged areas.
 - Use of non-slip materials such as astro-turf.
 - Astroturf is designed to absorb standing water.
 - Use of waterproof covers or gazebos while it rains.
 - Risk factor highlighted in the course rules, which can be clearly seen at the start of the course.
 - Host to highlight and tell players to avoid standing on metal strips when wet.
 - Right to close or dismantle the course and games in extreme weather conditions, as agreed upon in the terms and conditions.

2. Collision with Obstacles

- **Risk:** Players or staff may collide with course features such as large props, ramps, and tunnels.
- **Who is at risk:** Players, particularly children.
- **Risk Level:** Medium
- **Mitigations:**
 - Ensure that all course features (e.g., ramps, tunnels) are securely anchored to prevent movement.
 - Windmill built on a plinth to ensure sails do not hit players and the ball cannot get stuck.
 - Play during daylight hours only, unless adequate lighting is available at the venue.
 - Props are large and clearly visible to players.
 - Regularly inspect and repair obstacles to ensure they are stable and safe.

3. Ball-Related Injuries

- **Risk:** Players can be hit by golf balls during play.
- **Who is at risk:** Players, spectators, and staff.
- **Risk Level:** High
- **Mitigations:**
 - Designated tee areas and encourage players to stay behind the tee area when others are hitting.
 - Create clear, visible barriers or fences around the course for public events. Use of Forza crowd control rope.

- Holes with higher risk of ball flight to face away from other tee boxes or buildings.
 - Ensure proper distance between players on adjacent holes.
 - Offer training or guidance on how to hit the golf ball safely (especially for young or inexperienced players).
 - Crazy golf rules and regulations poster available at the start of play encouraging players to keep swings below knee height and to not hit the ball hard.
 - Always hosted during play by member of staff.
4. **Crowd Control and Overcrowding**
- **Risk:** Large numbers of players in a small space may cause accidents.
 - **Who is at risk:** Players and staff.
 - **Risk Level:** Medium
 - **Mitigations:**
 - Limited amount of clubs to ensure course is not over capacity.
 - Set a maximum number of players allowed per hole or group.
 - Use of rope for public events to ensure they do not move onto the course during play.
 - Have staff on-site to manage the flow of players and direct people away from overcrowded holes.
 - Clearly communicate with customers/guests about wait times.
5. **Electricity and Equipment Hazards**
- **Risk:** Faulty electrical equipment could cause electric shocks (e.g., in themed water or light features).
 - **Who is at risk:** Players, staff, and maintenance personnel.
 - **Risk Level:** Low
 - **Mitigations:**
 - All electrical elements are self-contained and use battery packs, not venue supply.
 - Regularly inspect and test all electrical equipment, including water features, lighting, and moving features.
 - Turn off electrical obstacles while raining.
6. **Weather-Related Hazards**
- **Risk:** Storms, high winds, or extreme heat can pose risks.
 - **Who is at risk:** Players, staff, and visitors.
 - **Risk Level:** Medium
 - **Mitigations:**
 - Monitor weather forecasts and close the course in case of extreme weather, such as heavy rain or high winds or snow.
 - Rights to dismantle the course if weather becomes extreme, as stated in terms and conditions.
 - Install gazebos in key areas where players can take refuge if storms or heavy rain occur.
 - Offer refunds or rescheduling options for clients who are unable to complete their game due to weather.
7. **Unsafe or Inappropriate Behaviour**
- **Risk:** Aggressive play or disregard for safety instructions.
 - **Who is at risk:** Players, especially children or inexperienced players.
 - **Risk Level:** Medium
 - **Mitigations:**

- Display clear and concise safety rules at the entrance and throughout the course.
- Have staff enforce the rules, with visible staff members regularly walking the course.
- Offer short safety briefings or instructions before players start, especially for new players.
- Ensure there are enough staff present to monitor player behaviour and intervene if necessary.
- Implement a zero-tolerance policy for disruptive or unsafe behaviour, with clear consequences (e.g., removal from the course).