

Risk Assessment For
AR Entertainment's
Mount Pleasant Way
Stokesley Business Park
Stokesley North Yorkshire
TS9 5NZ

ASSESSMENT UNDERTAKEN
Date: 29 Mar 2017
Signed: R D Booth
Equipment **SCALEXTRIC RACING**

ASSESSMENT REVIEW DATE:
1st: Sept 2017
2nd: Mar 2018
3rd: Sept 2018
4th: Mar 2019

LIST OF SIGNIFICANT HAZARDS

Installation & removal
Legs falling over

Physical Injury

Correct use of speed controllers

Finger trapping

Physical injury due to over stretching

Electric shock

GROUPS AT RISK

Operators

Operators

Participants

Participants

Operator

Operators/participants

EXISTING CONTROLS covered by information held

Installation All legs to be held upright till all crossmembers are bolted on
Removal All legs to held whilst cross members are removed
2 people to lift black boxes or use a trolley

Operator to demonstrate correct use of speed controllers

Operator to demonstrate correct use of speed controllers
With 1 finger alleviating any hazard

Race Marshals are the only people who should replace cars on the track, care to be taken as this can involve stretching to reach the cars.
All electrical wires are visually inspected for obvious faults and fused ext. cables are always used. Equipment is PAT tested one a year.

I am fully trained and confident in operating the **SCALEXTRIC**, and understand the risk assessments, assembly instructions and operating instructions, and any other safety procedures related to the SCALEXTRIC

Signed:

Date:

Event Manager/Trainer:

Print Name:

Print Name:

SCALEXTRIC RACING

Equipment required

	No req	In Van
Base Unit Legs	3	
Base Unit Crossmembers	4	
Nuts & Bolts for above	16	
Top Sections	3	
Podium & Supporting Legs	1 + 2	
Black & White Check Surrounds	2	
Speed controllers plus spares	6 + 2	
Cars plus spares + trucks ?	6 + 2	
Track edge - Long & Short Corne	12 + 16	
Track edge - Straights & Barriers	10 + 8	
Lap Counters Slave Units	2	
- Master unit + Power Lead	1 + 1	
Lap Counter Gantry/Control Track	1	
Lights	4	
Transformer	1	
Extension Lead & 5 sockets	1+1	
Scenery	All	
Spirit Level + Chocks + Beer Mats	1	
Magnetic Score board & pens		
Wiring Loom Diagram	1	
Repair Kit - Motors & Braids	Bag + Bag	
Tyres & spare track boxes	Bag + 2	
Lighter fluid, cloth & tooth brush	3	
Set small screwdrivers & knife	1 + 1	
Larger screwdrivers & gaffer tape	3 + 1	
13Amp & Transformer fuses	Pack + 2	
Sponge & Cloth	1 + 1	
Map & key & First aid kit	1 + 1+1	
Thyming		
Posts, bases and barriers		
3 Winners Podiums		
4 Tyre Tables		
8 Large Table Flags		

Assembly instructions:

- 1) Position Base Unit legs. Fasten to crossmembers and bolt loosely.
- 2) Level complete assembly with spirit level using chocks & beer mats as necessary and tighten all bolts.
- 3) Position the 3 topsections using the guides and clip together at the joins.
- 4) Check that the side edges are flush and in line.
- 5) Place lap counter gantry, base board & Lap counters in position with leads**
Support Gantry & track together when lifting out of box
- 6) Connect start grid power transfer wires to opposite track via under table
- 7) Connect Track Connectors to Podium Connectors. Connect 2 leads from Track Choc Box to the transformer unit - Black to Black & Red to red
- 8) Connect all 6 speed controllers to the podium plug sockets.
- 9) Switch on transformer and check that all 6 tracks and the Lap Counters are operating correctly.
- 10) Place all track in position referring to the Track layout plan and lock in place
- 11) Add the edges to the track and place the 4 lamps at the corners of the table.
- 12) Position all scenery within the track.
- 13) Finally apply gaffer tape to all visible cabling and fix the black and white surrounds to the main track and the podium.

Operating instructions:

Please note that track lane numbers have been changed
Lane 1 is now on the inside & lane 6 outside &
track carrying power cables are smaller & need carefull handling
when carrying & setting up

- 1) A maximum of 6 participants are allowed at the podium at any one time.
- 2) Set the transformer setting to match the abilities of the participants, increasing the settings as they become more experienced.
- 3) Only operators/Race Marshals are allowed to reset cars on the track after incidents.
- 4) Keep participants race times on the flip chart after each race and reset the lap counter.
- 5) Be aware of new type of contacts/braids on the cars. DO NOT PULL OUT**
Slide forwards, upwards & back - if need to be replaced or attended to.
- 6) Do not drag cars back wards on the track has this damages the car braides**

Loading checked by:

Return loading checked by:

Event Manager