

Risk Assessment

Source of Harm	Likely/Unlikely (Y/N)
Tripping over wires/cables	Y
Eye Strain	Y
Dropping equipment	Y
Burning self on lights	N
Animals	N
Alcoholic Drinks	N
Explosives	N
Compressed gas	N
Confined spaces	N
Crowds/Public	Y
Children	N
Diving	N
Excavation	Y
Electricity	N
Extreme temperature	N
Fire/Practical flames	N
Flammables	N
Flying	N
Night operations	N
Noise	Y
Portable tools	N
Prop hazard (Delicate props/glass)	Y
Radiation	N
Infection	N
Scaffolding/working platforms	Y
Scenery Hazards	Y
Smoking	Y
Special needs/elderly	Y
Special effects (Dry ice/etc.)	N
Stunts	Y
Vehicles	Y
Weapons	N
Working at height	N
Water (Working near tanks/ etc.)	N

Production Details
Richie's Lost & Found-Action/Crime/Thriller short film
Description of shoot
Over 7 days, I will be shooting the short film project including an action sequence in an underground car park in the city centre.
Production date(s)
24/04/18- 26/04/18- 27/04/18- 29/04/18- 30/04/18- 1/05/18- 6/05/18
Location
Holly Street/City Centre/Weston Park Museum Gardens/Crookes Valley Park/Showroom Car Park/Novotel/Norton Country Club
Production personnel
Brandon Hobson, Sonnie-Lee Bell, Behzad Zeinali, Luke Bailey

Risk Evaluation

Source of Harm	Who is at risk?	Likelihood (I/U/L)	Severity (L/M/H)	Risk Level (L/M/H)	How to reduce the risk
Tripping over wires/cables	All personnel	L	M	M	Ensure all crew are stationed 2-3 feet away from the wires, at all times.
Eye Strain	All personnel	L	M	L	When shooting indoors, make sure during breaks, actors go outside and re-adapt to more light in their surroundings.
Dropping equipment	All personnel minus actors	L	H	M	Ensure crew can confidently carry the equipment they are given. If not then redistribute equipment between crew members.
Burning self on lights	N/A	I	L	L	N/A
Animals	N/A	U	L	L	N/A
Alcoholic Drinks	N/A	I	L	L	N/A
Explosives	N/A	U	L	L	N/A
Compressed gas	N/A	U	L	L	N/A
Confined spaces	N/A	U	L	L	N/A
Crowds/Public	All personnel	L	M	M	Make sure shooting takes place out of the way of the public walkways to avoid tripping over or collisions with members of the public and crowds.
Children	N/A	U	L	L	N/A
Diving	N/A	U	L	L	N/A
Excavation	All personnel	L	L	L	Some filming will take place in town where there are excavations taking place. Just ensure all crew are conscious of the nearby works and avoid stationing anyone too close to any of it.
Electricity	N/A	U	L	L	N/A
Extreme temperature	N/A	U	L	L	N/A
Fire/Practical flames	N/A	U	L	L	N/A
Flammables	N/A	U	L	L	N/A
Flying	N/A	U	L	L	N/A
Night operations	N/A	U	L	L	N/A
Noise	Residents living nearby filming location(s)	L	L	L	There is a lot of shouting involved, especially during the final act of the film. To avoid this becoming too much of a disruption for residents, we will ensure these shots are taken care of quickly and during morning hours.
Portable tools	N/A	U	L	L	N/A

Prop hazard (Delicate props/glass)	The prop laser cutter	L	H	M	Make sure all actors are made aware of the position of the prop and when the fights take place, the prop will be moved off set.
Radiation	N/A	U	L	L	N/A
Infection	N/A	U	L	L	N/A
Scaffolding/working platforms	All personnel	L	M	M	Set up away from all scaffolding and ensure none of the crew interact with any scaffolding nearby.
Scenery Hazards	All personnel	L	M	L	Ensure all crew familiarise themselves with their surroundings before shooting and setting up.
Smoking	All personnel	L	M	M	Make sure all crew are at a distance from any smokers, walking by.
Special needs/elderly	Elderly	L	L	M	N/A
Special effects (Dry ice/etc.)	N/A	U	L	L	If any practical effects are performed for visual effects to better, later. Crew will be informed and placed as far away as possible, if needed.
Stunts	All personnel	L	M	M	All stunts will be premeditated and run through a number of times before carried out. If they prove too risky, they will be substituted.
Vehicles	All personnel	L	M	M	Cast and crew will be stationed far from any open roads. If vehicles pull in to the Country Club where filming takes place, actors will be informed and shooting will take place further away.
Weapons	N/A	I	L	L	N/A
Working at height	N/A	I	L	L	N/A
Water (Working near tanks/ etc.)	N/A	U	L	L	N/A