

# FIRE RISK

Risk Rating: **High: 12-16**      **Medium: 6-11**      **Low: 1-5**  
 Assessing the risk:  
 Severity:      Fatality/s = 4      Major Injury = 3      Lost Time Injury = 2      Minor Injury = 1  
 Likelihood:      Certain = 4      Likely = 3      May Happen = 2      Unlikely = 1  
 Risk Rating:      Severity Score x Likelihood Score

It is the responsibility of Unique Boutique Events to get people away from the risk.

It is the responsibility of Traders to get the hazard away from people

Hazard	At risk	Level of risk	Control in place	Amendments
Pitch location	Public, traders, staff	2x2 RR = 4	<ul style="list-style-type: none"> <li>Pitches to be allocated according to fuel and cooking apparatus</li> <li>suitable fire break distance between stalls</li> </ul>	
Ignition and fuel - site	Public, traders, staff	3x1 RR = 3	<ul style="list-style-type: none"> <li>EC to conduct fire inspection on the day of the event (see appendix 1), of site and trader outlets and make changes if necessary</li> </ul>	Location of trip switch established
Trader outlets	Traders, public	3x2 RR = 6	<ul style="list-style-type: none"> <li>UBE to check trader fire risk assessments in advance</li> <li>EC to visually check sources of ignition and combustible material on the day are suitably stored</li> <li>Traders to carry their own fire-fighting equipment appropriate to their fuel</li> </ul>	

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Trader gas	traders, public	2x4=8	<ul style="list-style-type: none"> <li>• All traders using gas must have a current gas safety check certificate</li> <li>• be fitted with flame failure devices</li> </ul>	<ul style="list-style-type: none"> <li>• trader gas cylinders stored following <a href="#">guidance from NCASS</a> and EDDC Licensing</li> </ul>
Wind - smoke and flame travel	Public, traders, staff	3x3 RR = 9	<ul style="list-style-type: none"> <li>• Check wind direction on the day and determine best means of escape</li> <li>• site open flame bbq / ovens in sheltered area, backing on to fire retardent material such as brick or stone if available</li> </ul>	
Escape routes and exits	Public, traders, staff	4x1 RR = 4	<ul style="list-style-type: none"> <li>• Escape routes identified and mapped for public display</li> <li>• Routes to be checked and kept clear by event staff throughout the event</li> </ul>	
Alerting public to emergency	Public, traders, staff	3x1 RR = 3	<ul style="list-style-type: none"> <li>• Gas Alarm Sounder located in middle of site</li> </ul>	
Fire Fighting equipment	traders, staff, public	3x2 RR = 6	<ul style="list-style-type: none"> <li>• Traders to remove / manage the hazard ONLY if safe to do so</li> <li>• Traders to carry suitable equipment for fighting fire in their set up, and be trained to use it correctly</li> <li>• fire blanket for back up use only located at the bar</li> <li>• fire fighting equipment kept out of sight of public to prevent untrained people attempting to fight fire with wrong equipment</li> </ul>	

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Knowledge	Staff, emergency services	2x1 RR = 2	<ul style="list-style-type: none"><li>• Staff training in advance</li><li>• Kit to contain map for fire service, incident book, high viz jackets, loud hailer (batteries checked), snap glow sticks, first aid kit</li></ul>	
Emergency vehicle access	Public, traders, staff	2x1 RR = 2	<ul style="list-style-type: none"><li>• In the event of an emergency marshal to keep access clear for emergency vehicle</li></ul>	