

Player reaction to use of fog system	1	C	L	<ol style="list-style-type: none"> 1. Haze system is used on a minimal setting to minimise amount of fog in the arena. 2. System can be shut off if required by individual groups. 3. Haze fluid MSDS does not indicate adverse problems. 3. Not used in the outdoor system. 	N/A
Player reaction to lighting system (e.g. seizure)	1	E	L	<ol style="list-style-type: none"> 1. No use of strobe or similar effects identified with seizures. 2. Not used in the outdoor system. 	N/A
Player tripping in arena. Indoor and outdoor arena.	1	C	L	<ol style="list-style-type: none"> 1. Arena checked and inspected for obstacles that may cause tripping. 2. Highlight marking paint used on walls , partitions and ramp angle transitions. 3. Players are specifically instructed to move at low speed during pre-game briefing. 4. Posted arena rules forbid running and physical contact with other players. 5. Staff patrol arena on a spot-check basis to ensure compliance. <p>Game can be terminated centrally by staff in the case of repeated/widespread non-compliance with safety rules.</p>	N/A
Player subjected to eye exposure to laser	1	E	L	<ol style="list-style-type: none"> 1. Laser equipment used are Class II (under 1mw) and are further restricted in exposure to max 150ms. 2. Laser Safety Data sheets are kept onsite for informational purposes. 	N/A

This information is provided to offer guidance on a particular aspect of legislation. It is not to be taken as a statement of law and must not be construed to waive or modify any legal obligation