


Risk Assessment

of

Machinery activity area

Note

This risk assessment is based on general show activities and must be reviewed and updated in accordance with your specific show location, animal type, displays, attractions, vendors, entertainment and food service etc.

Irish Shows Association Affiliated Show			Feature competition area for tractor sled pulling, vintage car, vintage tractor show and threshing show			
Area / Activity	Task description	Hazard & risk description	People exposed	ORR H, M, L	Control measures (existing and additional required)	Responsibility
Machinery activity area	Towing of sleds Vintage tractor parade & manoeuvring Traditional farm task demonstration <ul style="list-style-type: none"> • Threshing • Steam engine • Mowing bar Tractor skills demonstration Quad demonstration	Crushing of whole body Entanglement in moving parts Broken bones Amputation Flying objects Overturning of vehicles Noise	Stewards and Members of show team The public attending the show equipment owners Children		<ul style="list-style-type: none"> • Machinery activity area should be well fenced off with stakes, rope and orange mesh to prevent access to moving vehicles and moving parts on vehicles • Safety signage highlighting hazardous nature of the equipment should be put in place, entrapment hazard, impact hazard, amputation hazard etc. • Exhibitors of traditional farm tasks and equipment, e.g. threshers, balers etc. should be obliged to sign a disclaimer in relation to personal injuries etc. due to the hazardous nature of the equipment involved as this equipment was manufactured previous to current machinery regulations • Viewing of activity should only be allowed from a safe distance well away from moving machine parts and drive belts and with appropriate fencing to clearly show viewing point for activity • Prohibition signage should be in place to clearly demonstrate no entry to operating area of display & demonstration of equipment <div style="text-align: center;">  </div>	Show committee