

		PRODUCT SAFETY RISK ASSESSMENT		Issue Date: 2025-07-03 Prepared by: Helen Xu	
SECTION 1 – General Product Information					
Product Name		Flip Pillow Chair Lounge			
Item Number		43097	Countries of Distribution	European	
Materials Used		PVC			
Claimed Age Labelling		☐ Not applicable. ☒ On product: >14+; ☒ On packaging: >14+;			
Intended User Group		☐ Very young children (0 to 36 months (Very vulnerable consumers))			
		☐ Young children (Older than 36 months and younger than 8 years (Vulnerable consumers))			
		☐ Older children (8 to 14 years (Vulnerable consumers))			
		☒ Other consumers (Consumers other than vulnerable or very vulnerable consumers)			
		☐ Vulnerable consumers (Young children. Older children. Others: persons having reduced physical, sensory or mental capabilities (e.g. partially disabled, elderly having some reduction in their physical and mental capabilities), or lack of experience and knowledge (e.g. older children))			
		☐ Very vulnerable consumers (Very young children. Others: persons having very extensive and complex disabilities)			
		☐ Professional user			
		☐ To be decide based on this document.			
Intended Genders of User Group		☒ No specify; ☐ If have, please specify			
Intended / Reasonably Foreseeable Use		Relaxing			
Assembly/Installation		☐ Preassembled/Installed; ☒ Required by user; ☐ Required by service provider			
Product URL		www.bestwaycorp.com			
Product Status		☒ New; ☐ Modified; ☐ Repaired; ☐ Reconditioned; ☐ Recycled			
Product Image/Photo					
SECTION 2 – Assessment Summary					
The Product Safety Risk Assessment (PSRA) accordance to Risk Assessment Guideline (RAG) incorporate with Regulation (EU) 2023/988, with consideration of specified hazards and implements Article 20 of Regulation (EC)765/2008, typical injury type and scenario, type and severity of injury, possibility again with product information collected in Section 1 "General Product Information", compliance of products that are subject to Union harmonization legislation.					
Applicable Standard		REACH Regulation; POP Regulation; EN ISO 25649			
Overall Risk Level		Low Risk			
SECTION 3 – Overall Rating by Product Hazard					
Hazard groups		Risk Level	Assesment Findings	Risk Reduction	
Physical properties- Size, Shape and Surface Small parts. Sharp points/edges, Slippery surface. Food Imitating.		Low	Person touch sharp corner or shar edge, this lacerates skin or cuts through tissues	Product meets related requirements in EN ISO 25649-1	
Mechanical hazard-Kinetic energy Moving parts, Vibration, Joints, Finger entrapment..		/	/	/	
Mechanical hazard- Potential energy Elastic element or spring. Low mechanical stability or strength.		/	/	/	
Thermal hazard Burns or scalds, Frostbite..		/	/	/	
Electrical energy Electric shock or death		/	/	/	
Electrical energy Fire		/	/	/	
Electrical energy Electrical short circuits or overheating		/	/	/	
Electrical energy Eelectromagnetic interference		/	/	/	
Extreme temperatures Open flames, hot surfaces, hot liquids, cold		/	/	/	
Radiation hazard Ultraviolet radiation, X-ray		/	/	/	
Fire and explosion Flammable substances; Explosive mixtures; Ignition sources		Low	Product may be over-inflate, result in a sudden burst, and the sound will cause short-term damage	Forbid over-inflate information is in the instruction, the design working pressure marking "0.03 bar" is on the product/packageg/instruction.	

Toxicity Posioning or other health effects; Corrosivity Damage to skin or materials; Explosive, or chemical reaction leading to hazards; CMR substance	Low	Product may contain CMR substances which could lead to Cancer,mutation, reproductive toxicity	Product meets related requirements according the REACH Regulation EC 1907/2006-Annex XVI (Cd, Pb, PAHs, Phthalates) and Regulation (EU) 2019/1021 POPs (SCCP)
Microbiological contamination Pathogens, Bacteria, Viruses, Fungi or Parasites causing disease; Allergens, Substances causing allergic reactions	/	/	/
Product operating hazards Insufficient protection, Unexpected start, Failure to stop. Determination of the limits or tolerances Use limits, Space limits, Time limits.. Warning instructions Insufficient signs, indicators, symbols and instructions	Low	Product may drift away in open waters due to wind and/or current, the balance will be difficult to control and result in capsizing and drowning.	Do not use in offshore wind, do not use in offshore current and safe distance to shore 10m markings is on the product/packaging/instruction.

Appendix A, Injury scenario and its severity of injury

PRODUCT HAZARD		HOW THE HAZARD CAUSES AN INJURY TO THE CONSUMER	SEVERITY OF INJURY
Hazard group	Hazard (product property)	Typical injury scenario	Typical injury
Size, shape and surface	Product is obstacle	Person trips over product, falls and hits the floor; or person bumps into product	Bruising; fracture, concussion
	Product is impermeable to air	Product covers mouth and/or nose of a person (typically a child) , or covers internal airway	Suffocation
	Product is or contains small part	Person (child) swallows small part; the part gets stuck in larynx and blocks airways	Choking, internal airway obstruction
	Sharp corner or point	Person hits sharp corner or is hit by moving sharp object; this causes a puncture or penetration injury	Puncture; blinding, foreign body in eye; hearing, foreign body in ear
	Sharp edge	Person touches sharp edge; this lacerates skin or cuts through tissues	Laceration, cut; amputation
	Slippery surface	Person walks on surface, slips and falls hitting the floor	Bruising; fracture, concussion
	Rough surface	Person slides along rough surface; this causes friction and/or abrasion	Abrasion
	Gap or opening between parts or elements	Person puts a limb or body in opening and is trapped with finger, arm, neck, head, body or clothing; injury occurs due to gravity or movement	Crushing, fracture, amputation, strangulation
	Possibility to bite off small part from product	Person (child) swallows small part; the part gets stuck in the digestive tract	Digestive tract obstruction
Potential energy	Low mechanical stability	Product tips; person on top of product falls from height, or person near product is hit by the product; electrical product tips, break and gives access to live parts, or continues to work heating nearby surfaces	Bruising; dislocation; sprain; fracture, concussion; crushing; electric shock; burns
	Low mechanical strength	Product collapses by overloading; person on top of product falls from height, or person near product is hit by the product; electrical product tips, break and gives access to live parts, or continues to work heating nearby surfaces	Bruising; dislocation; fracture, concussion; crushing; electric shock; burns
	High position of user	Person at high position on the product loses balance, has no support to hold on to and falls from height	Bruising; dislocation; fracture, concussion; crushing
	Elastic element or spring	Elastic element or spring under tension is suddenly released; person in the line of movement is hit by the product	Bruising; dislocation; fracture, concussion; crushing
	Pressurised liquid or gas, or vacuum	Liquid or gas under pressure is suddenly released; person in the vicinity is hit; or implosion of the product produces flying objects	Dislocation; fracture, concussion; crushing; cuts (see also under fire and explosion)
Kinetic energy	Moving product	Person in the line of movement of the product is being hit by the product or run over	Bruising; sprain; fracture, concussion; crushing
	Parts moving against one another	Person puts a body part between the moving parts while they move together; the body part gets trapped and put under pressure (crushed)	Bruising; dislocation; fracture, concussion; crushing
	Parts moving past one another	Person puts a body part between the moving parts while they move close by (scissor movement); the body part gets trapped between the moving parts and put under pressure (shearing)	Laceration, cut; amputation
	Rotating parts	A body part, hair or clothing of a person is entangled by the rotating part; this causes a pulling force	Bruising; fracture; laceration (skin of the head); strangulation
	Rotating parts close to one another	A body part, hair or clothing of a person is drawn in by the rotating parts; this causes a pulling force and pressure on the body part	Crushing, fracture, amputation, strangulation
	Acceleration	Person on the accelerating product loses balance, has no support to hold on to and falls with some speed	Dislocation; fracture, concussion; crushing
	Flying objects	Person is hit by the flying object and depending on the energy sustains injuries	Bruising; dislocation; fracture, concussion; crushing
	Vibration	Person holding the product loses balance and falls; or prolonged contact with vibrating product causes neurological disorders, osteo-articular disorder, trauma of the spine, vascular disorder	Bruising; dislocation; fracture, concussion; crushing
	Noise	Person is exposed to noise from the product. Tinnitus and hearing loss may occur depending on sound level and distance	Hearing injury
Electrical energy	High/low voltage	Person can touch part of the product that is at high voltage; the person receives an electric shock and may be electrocuted	Electric shock
	Heat production	Product becomes hot; a person touching it may sustain burns; or the product may emit molten particles, steam etc. that hits a person	Burn, scald
	Live parts too close	Electric arc or sparks occur between the live parts. This may cause a fire and intense radiation	Eye injury; burn, scald
Extreme temperatures	Open flames	A person near the flames may sustain burns, possibly after clothing catches fire	Burn, scald
	Hot surfaces	Person does not recognise the hot surface and touches it; the person sustains burns	Burn
	Hot liquids	Person handling a container of liquid spills some of ..	Scald

		it; the liquid falls on the skin and causes scalds	
	Hot gases	Person breathes in the hot gases emitted from a product; this causes lung burn; or prolonged exposure to hot air causes dehydration	Burn
	Cold surfaces	Person does not recognise the cold surface and touches it; the person sustains frostbite	Burn
Radiation	Ultraviolet radiation	Skin or eyes of a person are exposed to radiation emitted by the product	Burn, scald; neurological disorders; eye injury; skin cancer, mutation
	High intensity electromagnetic field (EMF) source; low frequency or high frequency (microwave)	Person is close to the electromagnetic field (EMF) source, body (central nervous system) is exposed	Neurological (brain) damage, Leukemia (children)
Fire and explosion	Flammable substances	Person is near the flammable substance; an ignition source sets the substance to fire; this causes injuries to the person	Burn
	Explosive mixtures	Person is near the explosive mixture; an ignition source causes an explosion; the person is hit by the shock wave, burning material and/or flames	Burn, scald; eye injury, foreign body in eye; hearing injury, foreign body in ear
	Ignition sources	The ignition source causes a fire; a person is injured by flames, or intoxicated by gases from the house fire	Burn; poisoning
	Overheating	Product overheats; fire, explosion	Burn, scald; eye injury, foreign body in eye; hearing injury, foreign body in ear
Toxicity	Toxic solid or fluid	Person ingests substance from product, e.g. by putting it in mouth, and/or substance gets on skin. Person breathes in solid or fluid, for example vomited material (pulmonary aspiration).	Acute poisoning; irritation, dermatitis
	Toxic gas, vapour or dust	Person inhales substance from product; and/or substance gets onto skin	Acute poisoning in lungs; irritation, dermatitis
	Sensitising substance	Person ingests substance from product, e.g. by mouthing; and/or substance gets onto skin; and/or person inhales gas, vapour or dust	Sensitisation; allergic reaction
	Irritating or corrosive solid or fluid	Person ingests substance from product, e.g. by putting it in mouth, and/or substance gets onto skin; and/or person inhales substance as gas, vapour or dust	Irritation, dermatitis; skin burn; eye injury, foreign body in eye
	Irritating or corrosive gas or vapour	Person inhales substance from product; and/or substance gets onto skin or in eyes	Irritation, dermatitis; skin burn; acute poisoning or corrosive effect in lungs or in eyes
	CMR substance	Person ingests substance from product, e.g. by mouthing; and/or substance gets onto skin; and/or person inhales gas, vapour or dust	Cancer, mutation, reproductive toxicity
Microbiological contamination	Microbiological contamination	Person gets into contact with contaminated product by ingestion, inhalation or skin contact	Infection, local or systemic
Product operating hazards	Unhealthy posture	Design causes unhealthy posture of person when operating the product	Strain; musculoskeletal disorder
	Overexertion	Design requires use of considerable force when operating the product	Sprain or strain; musculoskeletal disorder
	Anatomical unsuitability	Design is not adapted to human anatomy which makes it difficult or impossible to operate	Sprain or strain
	Ignoring personal protection	Design makes it difficult for a person wearing protection to handle or operate the product	Various injuries
	Inadvertent (de)activation	Person can easily (de)activate product which leads to unwanted operation	Various injuries
	Operational inadequacy	Design provokes faulty operation by a person; or product with a protective function does not provide expected protection	Various injuries
	Failure to stop	Person wants to stop the product, but it continues to operate in situation where this is unwanted	Various injuries
	Unexpected start	Product shuts down during a power failure, but resumes operation in a hazardous way	Various injuries
	Inability to stop	In an emergency situation, person is not able to stop operation of the product	Various injuries
	Inadequately fitting parts	Person tries to fit a part, needs too much force to fit, product breaks; or part is too loosely fitted and gets loose during use	Sprain or strain; laceration, cut, bruising; entrapment
	Missing or incorrectly fitted protection	Hazardous parts are reachable for a person	Various injuries
	Insufficient warning texts and symbols	User does not notice warning texts and/or does not understand symbols	Various injuries
	Insufficient warning signals	User does not see or hear warning signal (optical or auditive) causing dangerous operation	Various injuries