**RISK RATINGS**

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| --- |
| **SEVERITY** |
| **5** | Death, Debilitating injury (incl. psychological) |
| **4** | Major injury *– broken bone, loss of a digit, unconsciousness, stress, 7+ days lost time.*  |
| **3** | Moderate injury - *sprains, strains, hospital referral, 1-6 days lost time,* |
| **2** | Minor injury - cuts, *1st Aid required, <1 day lost time* |
| **1** | Trivial injury *- Minor bumps and bruises. No lost time* |

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| LIKELIHOOD |
| **5** | It is expected to happen in most circumstances |
| **4** | Will probably occur at some time, or in most circumstances |
| **3** | Fairly likely to occur at some time, or in some circumstances |
| **2** | It is unlikely to, but could, occur at some time |
| **1** | May only occur in exceptional circumstances |

|  |  |
| --- | --- |
| **RISK RATING** | **ACTION REQUIRED** |
| **Unacceptable** | **Stop** | **Stop activity and take immediate action** |
| **High** | **Urgent action** | **Take immediate action, stop activity if necessary, maintain existing controls rigorously.** |
| **Medium** | **Action required** | **Improve within a specified timescale** |
| **Low** | **Monitor** | **Seek to improve at the next review or if there is a significant change** |
| **Trivial** | **No action** | **No further action, but ensure controls are maintained and reviewed** |

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| --- | --- | --- | --- | --- | --- | --- |
| **Likelihood** | **5** | **5** | **10** | **15** | **20** | **25** |
| **4** | **4** | **8** | **12** | **16** | **20** |
| **3** | **3** | **6** | **9** | **12** | **15** |
| **2** | **2** | **4** | **6** | **8** | **10** |
| **1** | **1** | **2** | **3** | **4** | **5** |
|  | **1** | **2** | **3** | **4** | **5** |
| **Severity** |

**An example of a risk matrix**