

British Divers Marine Life Rescue

Risk Assessment



Risk Assessment Title

Risk Assessment Number Risk Assessment Date

Risk Assessment Review Date Risk Assessment Author

How this Risk Assessment is works

*Risk is a combination of the potential accident **SEVERITY** resulting in death, serious injury, minor injury etc. and the **LIKELIHOOD** of that accident occurring i.e. very unlikely up to almost certain.*

*The risks are calculated using the 5 Gate risk Matrix below where Hazards are identified and an **INITIAL RISK** is calculated. Control Measure are then put in place to eliminate, or reduce the initial risk and then recalculated as the **RESIDUAL RISK**. This residual risk should be considered **ALARP (As Low As Reasonably Practicable)***

This Risk Assessment should be considered as a generic assessment and has tried to take into account as many hazards as can be considered as foreseeable within our thresh hold of operations. Safety is the responsibility of each individual attending an incident and a site specific Risk Assessment should be carried out for each task required to be undertaken.

NUMERICAL VALUE	LIKELIHOOD	SEVERITY
1	Very Unlikely	Minor Injury with no time off work
2	Unlikely	Injury and/or up to 3 days off work
3	Likely	Injury resulting in over 3 days off work
4	Very Likely	Major Injury resulting in long term absence
5	Certain	Death

Likelihood

5	5	10	15	20	26
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

TASK	HAZARD	L	S	IR	RISK CONTROLS	L	S	RR
Travelling to / from incident location	Vehicle accident due to -							
	>Other vehicles	2	5	10	Drive defensively	2	3	6
	>Weather conditions	3	3	9	Drive within limits of weather and	2	2	4
	>Road Conditions	3	4	12	road conditions	2	3	6
	>Over Speeding	4	5	20	Do not exceed speed limit	1	3	3
	> Pedestrians	2	5	10	Be aware of pedestrians	1	5	5
	Breakdown	3	1	3	Ensure vehicle in good condition	1	1	1
	Getting Lost	4	1	4	Plan route or use satnav System	2	1	2

ALARP

TASK	HAZARD	L	S	IR	RISK CONTROLS	L	S	RR
Access / egress to location	Falling from Height due to-							
	>Access via steep path	4	4	16	Utilize HM Coast Guard Cliff	2	1	2
	>Access via vertical cliff face	4	5	20	Rescue Team or Mountain Rescue	2	1	2
	>Access via Steep Slope	4	4	16	Team	2	1	2
	>Access over large rocks	4	4	16	Maintain 3 points of contact	2	2	4
	Slipping / Tripping due to-							
	>Wet grass	4	4	16	Ensure suitable footwear is worn	3	2	6
	>Wet rocks	4	4	16	Maintain 3 points of contact	3	2	6
	>Soft mud	4	3	12	Use of buddy lines to be considered	2	1	2
	>Loose sand	3	3	9		2	1	2
	>Loose shingle or rocks	4	5	20		3	2	6
	Stuck in substrate -							
	>Soft sand	3	3	9	Use specialist vehicles	1	1	1
	>Soft Mud	4	3	12	Utilize Fire & Rescue Services	2	2	4
	Bodily injury due to slipping tripping or falling							
	>Head injury	4	5	20	Wear safety helmet	2	2	4
	>Broken / twisted Ankle	4	4	16	Wear ankle supporting boots	2	4	8
>Broken arms or legs	4	4	16	Maintain 3 points of contact	2	4	8	
Manual handling injuries								
		3	4	12	Use correct manual handling techniques. Use teamwork or mechanical aids	2	2	4

ALARP

TASK	HAZARD	L	S	IR	RISK CONTROLS	L	S	RR	
Assessment / picking up the seal	Conditions on site								
	>Darkness	3	3	9	Use head torches and flash lights	3	1	4	
	>Wind Chill	3	3	9	Ensure suitable clothing is worn	3	1	4	
	>Substrate conditions	4	4	16	As per access / egress controls	2	4	8	
	>Slippery surface	4	4	16	As per access / egress controls	3	2	6	
	>Other Seals	2	4	8	Use spotter to observe if seals approach	1	4	4	
	Injuries from seal due to-								
	>Seal Bites		5	5	25	Utilise assistance from specialised	2	4	8
						Adult seal capture team			
						Use net gun to capture seal			
	>Seal Finger		3	4	12	Use sedative if required	1	2	2
						Use specialised adult seal crates			
						Always wear disposable gloves			
	>Biohazards		3	4	12	Always wear disposable gloves and	1	3	3
						water proof clothing.			
Disinfect all outer lothing after use									
>Weight of Seal		5	4	20	Always wash hands before eating or drinking	1	3	3	
					Use tractor or loader to move seal.				1
								ALARP	