

**RISK ASSESSMENT:** \_\_\_\_\_ (activity) Date: \_\_\_\_\_



This risk assessment must be read in conjunction with the activity plan (SWMS).

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
1.	1a.	<u>People</u> <div></div> <u>Equipment</u> <div></div> <u>Environment</u> <div></div>		<div><input type="checkbox"/></div> Almost certain <div><input type="checkbox"/></div> Likely <div><input type="checkbox"/></div> Possible <div><input type="checkbox"/></div> Unlikely <div><input type="checkbox"/></div> Rare / Remote	<div><input type="checkbox"/></div> Insignificant <div><input type="checkbox"/></div> Minor <div><input type="checkbox"/></div> Moderate <div><input type="checkbox"/></div> Major <div><input type="checkbox"/></div> Catastrophic	<div><input type="checkbox"/></div> Monitor <div><input type="checkbox"/></div> Urgent changes <div><input type="checkbox"/></div> Stop (do not proceed)
	1b.	<u>People</u> <div></div> <u>Equipment</u> <div></div> <u>Environment</u> <div></div>		<div><input type="checkbox"/></div> Almost certain <div><input type="checkbox"/></div> Likely <div><input type="checkbox"/></div> Possible <div><input type="checkbox"/></div> Unlikely <div><input type="checkbox"/></div> Rare / Remote	<div><input type="checkbox"/></div> Insignificant <div><input type="checkbox"/></div> Minor <div><input type="checkbox"/></div> Moderate <div><input type="checkbox"/></div> Major <div><input type="checkbox"/></div> Catastrophic	<div><input type="checkbox"/></div> Monitor <div><input type="checkbox"/></div> Urgent changes <div><input type="checkbox"/></div> Stop (do not proceed)

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
2.	2a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	2b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
3.	3a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	3b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
4.	4a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	4b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
5.	5a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	5b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
6.	6a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	6b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
7.	7a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	7b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
8.	8a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	8b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>



TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
9.	9a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	9b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

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10.	10a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	10b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
11.	11a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	11b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
12.	12a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	12b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
13.	13a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	13b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

TASK / STEP	HAZARDS	RISKS (people / equip / enviro)	CONTROL MEASURES	LIKELIHOOD	CONSEQUENCES	ACTION LEVEL
14.	14a.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>
	14b.	<div>People</div> <div></div> <div>Equipment</div> <div></div> <div>Environment</div> <div></div>		<div><input type="checkbox"/> Almost certain</div> <div><input type="checkbox"/> Likely</div> <div><input type="checkbox"/> Possible</div> <div><input type="checkbox"/> Unlikely</div> <div><input type="checkbox"/> Rare / Remote</div>	<div><input type="checkbox"/> Insignificant</div> <div><input type="checkbox"/> Minor</div> <div><input type="checkbox"/> Moderate</div> <div><input type="checkbox"/> Major</div> <div><input type="checkbox"/> Catastrophic</div>	<div><input type="checkbox"/> Monitor</div> <div><input type="checkbox"/> Urgent changes</div> <div><input type="checkbox"/> Stop (do not proceed)</div>

Add additional hazards / risks as required...

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**Statement:**

This risk assessment identifies hazards and risks associated with the planned activities at height. Control measures have been developed to prevent harm to people, equipment and the environment. Every reasonable precaution is taken to ensure safety. This risk assessment is not static – it is reviewed after each activity and improvements are made based on findings and experience gained. It is 'living' document.

This risk assessment was prepared by: \_\_\_\_\_ (full name)

Signature: \_\_\_\_\_

Dated: \_\_\_\_\_