

## Canterbury University Tramping Club (CUTC) Risk Register for Tramping Trips

<b>Hazard</b> (An actual or potential source of harm, including behaviour)	<b>Consequence If Hazard Not Controlled</b> (i.e. Injury, Illness, Incident, Property Damage, etc)	<b>Risk Rating</b> (Likelihood x Consequence)	<b>Controls</b> (i.e. Eliminate, Substitute, Guarding, Training, Administrative, PPE)	<b>Residual Risk Rating</b> (The remaining level of risk after controls have been implemented)	<b>Hazard Eliminated or Minimised</b>	<b>Person Responsible</b> (Who is responsible for ensuring controls are put in place)
<b>Environment</b>						
Driving	-Vehicle breakdown leading to delays -Crash leading to severe injury or fatalities -Severe damage to property	3x5 =15	-Ensure driver has appropriate licence, vehicle has current WOF and registration. -Choose to use a capable, reliable and safe vehicle if possible. -Drive sober, take breaks, share the driving.	1x5=5	M	Driver
Exposure (sun)	-Sunburn -Hyperthermia - Heat exhaustion -Dehydration	4x2=8	-Wear sunblock. -Select rest points that provide shade. -Carrying an adequate supply of water.	2x2=4	M	Participant
Exposure (rain, wind, cold)	- Unpleasant trip -Hypothermia leading to immobilisation,	4x5=20	-Carry and wear adequate clothing for the conditions.	2x5=10	M	Participant

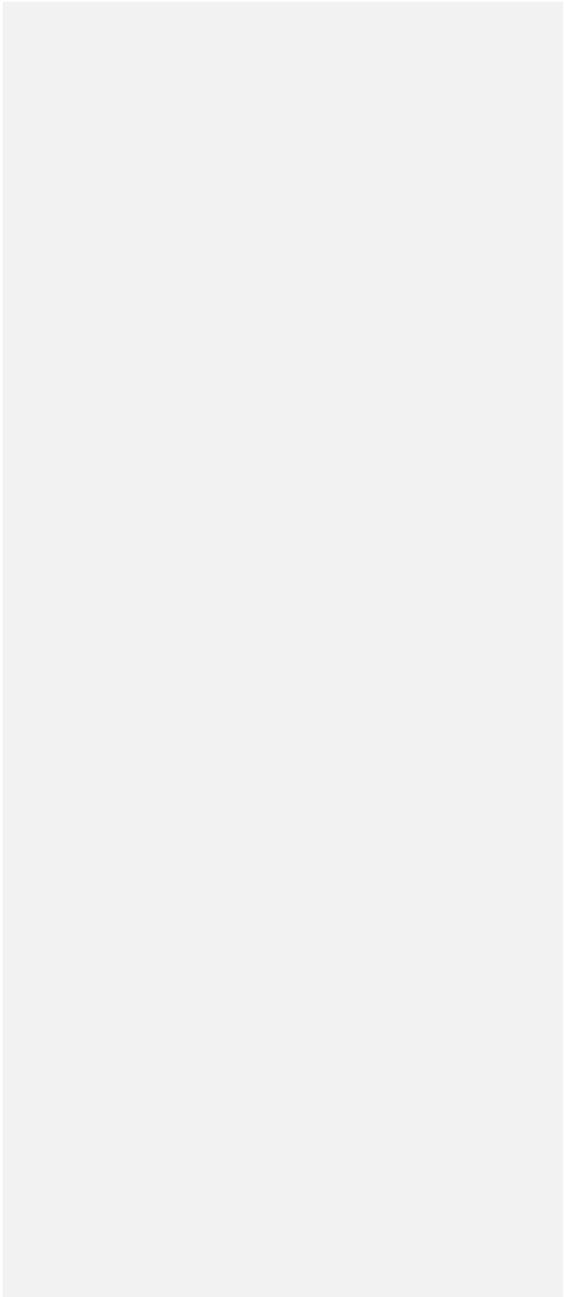
	frostbite, slips, falls, death		-Recognise the signs of hypothermia (-umbles symptoms) and treat early.			
Bee or wasp stings, nettle stings	-Swelling, irritation -Immobilisation -Anaphylaxis shock causing unconsciousness	3x4=12	-Increase awareness of wasps and nettles -Participant to carry medication (antihistamine, EpiPen® or similar adrenalin) and inform group leader and first aid person if allergic.	2x4=8	M	Participant - Disclose allergies -Carry pen if allergic
Sandfly and mosquito bites	-Unpleasant trip	3x1=3	-Use insect repellent. -Cover exposed skin when possible.	2x1=2	M	Participant
Lightning strike	-Electrocution -Damage to equipment, may catch fire -Electrocution leading to death	2x5=10	-Check weather forecast. -Choose a safe spot to take cover; in a car, hut or forested valley and stay low -Avoid hilltops, open fields, metal equipment, tents, being in the water, cave entrances or under prominent trees	1x5=5	M, E	Participant & leader
<b>People</b>						
Blisters	-Unpleasant trip -Delays and immobilisation	4x2=8	-Increase awareness of prevention. -Wear in boots on easy trip. -Carry blister tape. -Treat early as possible.	2x2=4	M	Participant -Take preventive measures Leader -Create awareness and support preventative action if requested
Trips and falls	-Cuts, bruises - soft tissue injuries (ankles)	4x3=12	-Concentrate on footing in uneven terrain.	1x3=3	M	Participant Leader – Advertise trip so participant

	-Broken bones -Concussion		-Wear sturdy footwear to minimise effects of rolling ankles.			can research difficulty
Participant Exhaustion	- Delays in group -Heightened risk of misjudgement causing injury (see trips and falls above)	3x3=9	-Lighten load if struggling. -Keep hydrated. -Carry sufficient food and eat well. -Take regular breaks. -Select trip within your ability	1x3=3	M, E	Participant Leader – Advertise trip so participant can research difficulty Leader – Turn away obviously unfit participants
Accidents/ injury's snowballing/ leading to wide spread issues	-Wide spread injuries or hypothermia affecting most group members -Potentially resulting in a fatality	2x5=10	-Members to upskill in first aid. -Identify issues early to avoid bigger problems. -Re divide groups amongst official leaders to ensure majority of people unaffected. -Leave intentions. -Maintain reasonable leader to participant ratio.	1x5=5	M	Participant Leader – Leave intentions with CUTC and ensure leader to participant ratio is OK
Conflict of ideas	-Unwilling to cooperate, unpleasant trip -Separated group or lost (see next hazard)	3x2=6	-Allow open discussion and consider others views. -Advertise trip clearly. -Choose leadership style that suits the participants and trip complexity. -Take time to stop when making decisions.	1x2=2	M	Leader – Consider participants ideas and opinions
Separated group, lost members	-Delays, confusion, misjudged decisions leading	3x4=12	-Stick together. -Large trips (greater than 10 people use additional controls to keep track of participants).	2x4=8	M	Participant – Keep track of own location

	to injury or death		-Do not rely on others to know location. -Carry emergency/extra resources.			
Lost group	-Delays, confusion, misjudged decisions leading to injury or death	2x4=8	-Carry map (ideally have a backup like GPS/cell phone). -All to know route and alternate plans. -See controls above for separated group too.	1x3=3	M	Participant – Keep track of own location, raise concerns with group early.  Leader - Check group has navigation equipment, encourage group member participation in navigation.
River crossing	-Wet and cold leading to hypothermia -Falling over leading to injury, concussion -Swept downstream causing lost gear, drowning	4x5=20	-Group decision to cross river. -Members encouraged to gain experience in river crossings from knowledgeable sources. -Forming a chain. -Not crossing if too dangerous. -'If in doubt stay out'. Wait for river to fall.	2x4=8	M	Participant - Voice any concern if believe crossing is dangerous, can also suggest alternative crossing Leader - Can guide decision to not cross
Contaminated water	-Giardia infection, loss of energy, delays	4x3=12	-Identify the source of water, and any possible contaminants. -If in farm country or personally unsure: boil for 3 minutes or use filtration or disinfection tablets.	1x3=3	M	Participant – A personal decision.

Contaminated food	-Sickness from under cooked food -Allergic reaction from food	3x3=9	-Fully cook food. -Carry adequate fuel. -Wash hands and utensils properly, maintain hygiene. -People with allergies should let anyone preparing food for them know of allergies in advance.	1x3=3	M	Participant
<b>Equipment</b>						
Improper use of equipment, such as packs, boots, tents	-Gear breaking -Injury to self and others - Hypothermia causing unconsciousness, death	4x4=16	-Ask if unsure about use. -Take a course to be trained with specialist equipment. -Lookout for others, speak up if something looks dodgy. -Leader to not accept inappropriate gear on a trip.	2x2=4	M	Participant Leader - Decide if gear and usage experience adequate before trip
Fire, fuel leak	-Burns -Fire damage to property	3x3=9	-Ensure people know how to use the cooker correctly. -Do not change fuel near source of ignition. -Cook on metallic surface, if provided.	2x3=6	M	Participant
Inadequate equipment	-Unpleasant journey -Delays, leading to further risks- Injury, hypothermia leading to immobilisation, death	4x5=20	-Pack appropriate gear for the trip, including contingences. -Participants to look around at each-others gear in the car park and gauge preparedness. -Group leader entitled to preform gear check before trip. -Carry emergency/extra resources.	2x3=6	M, E	Participant – Check own gear is maintained and suitable Leader – Turn away obviously unprepared participants, can request gear

						check if feels need to
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## Technical Trip Hazards

(Under review)

<b>Hazard</b> (An actual or potential source of harm, including behaviour)	<b>Consequence If Hazard Not Controlled</b> (i.e. Injury, Illness, Incident)	<b>Likelihood</b>	<b>Consequence</b> (C value)	<b>Risk Rating</b> (L x C)	<b>Controls</b> (i.e. Eliminate, Substitute, Guarding, Training, Administrative, PPE)	<b>Residual Risk Rating</b> (The remaining level of Hazard Eliminate)	<b>Hazard Eliminate</b>	<b>Person Responsible</b> (Who is responsible for ensuring controls are put in place)
Crampons not strapped on correctly (where applicable)	-Slipping causing serious injury or fatality	3	5	15	-Group members to check each other's strapping - Participants are trained in use of crampons	2*4 = 8	M	Participant
Incorrect use of crampons and ice-axes (where applicable)	-Stabbing, falling leading to serious injury or fatality	4	5	20	-Participants are trained in use of equipment afore mentioned - Turn away obviously under skilled participants	2*4 = 8	M	Participant Leader – Turn away obviously under skilled participants
Falling on ice	-Slipping/falling leading to significant gear and bodily abrasion -Falling causing concussion, death	4	5	20	-Use ice axes and other appropriate technical support equipment -Participants know how to use equipment to self-arrest	3*3 = 9	M	Participant
Avalanche	-Injured -Loss of gear -Buried under avalanche snow, suffocation leading to death	3	5	15	-Choosing a good route -Start early when snow/ice pack is most stable -Keeping an eye on weather and formation of ice pack to gauge avalanche risk	2*4 = 8	M	Participant – know how to react in avalanche situation and not participating if not trained

					<ul style="list-style-type: none"> <li>-Take avalanche probe and beacon (probe can be used to reduce likelihood by testing snowpack plus finding party members under snow/reducing consequences. Beacon can be used to find people/reduce consequences)</li> <li>-Take snow shovel</li> <li>-Training in avalanche awareness</li> </ul>			Leader – ensure participants have sufficient experience or knowledge of avalanche risks
Crevasse	-Falling into crevasse leading to delays, hypothermia, death	2	5	10	<ul style="list-style-type: none"> <li>-Rope together in glacier terrain</li> <li>-Know the signs of crevasses and holes, training may be beneficial</li> <li>-Carry multiple PLB's</li> <li>-Wear a helmet in difficult terrain</li> </ul>	$2*4 = 8$	M, E	Participant Leader - ensure members are competent at glacier travel before trip
Terrain that is very steep	Slips, falling, severe injury or death	3	5	15	<ul style="list-style-type: none"> <li>-If beyond limits of skill do not attempt</li> <li>-Wear a helmet in difficult terrain</li> </ul>	$2*4 = 8$	M, E	Participant
Overhanging Cornices	Slips, falling, severe injury or death	2	5	10	-Know how to recognise them and avoid	$1*5 = 5$	M, E	Participant

**Commented [RP1]:** Individuals on trip confident in their avalanche abilities

Insufficient knots	-Becoming unattached from another member and, falls have higher consequence	2	5	10	-Be trained and know how to use ropes for mountaineering -Keep equipment maintained properly and discard old or faulty ropes	1*4 = 4	M, E	Participant Leader –Turn away inexperienced people before trip
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Commented [RP2]: And another row for faulty/old rope?

#### Document Control

Date	Author	Change
03 03 2017	K. Clapham	Freshers 2017 Risk assessment.
11 07 2017	R. Phillips	Adapted and improved for general use incorporated with Code of Practice
13 04 2018	R. Wenzlick, R. Phillips	Updated, added extra technical risks & adjusted hazard likelihoods
04 06 2019	K. Clapham	Updated controls of hazards, improved clarification of people/equipment/environment categories.