

<p>Lifting rafts during entry and egress from river</p>			<ul style="list-style-type: none"> - Consider using trolley when group unable to carry raft - Clients only lift rafts to two stacks high on trailer. - Only guides to multi stack rafts over two rafts high. <p>Limiting clients to suitable areas</p> <p>Supervision by suitably trained and experienced guide</p>		
<p>Access/egress on steep bank /steps</p>	<p>Slips, trips and falls resulting in</p> <ul style="list-style-type: none"> - Ankle / lower limb injury - Wrist Injury - Small Cuts & Bruises 		<p>Monitoring conditions underfoot e.g. icy, slippery or unstable.</p> <p>Suitable footwear worn</p> <p>Hazards e.g. Steps highlighted, Appropriate lifting strategy used</p>		

<p>Raft hits objects or stopper</p>	<ul style="list-style-type: none"> - Guide catapulted into crew or out of raft - Falling out - Raft crew bumping into one another - Whiplash - Head injuries, neck injuries, facial/dental/eye socket – cuts and contusions 	<p>Clients, Guide, ORU</p>	<p>When hitting objects or stoppers;</p> <p>Guide to adopt a dynamic and stable position</p> <p>Guide to avoid hitting another raft/objects side on</p> <p>Crew ordered to hold on or get down when required</p> <p>Guide to avoid hitting another raft / objects side on.</p>		
<p>In Raft foot/ leg entrapment in gutter / under thwart</p>	<p>Contusions or break to ankle/ foot. Knee sprain / dislocation.</p>	<p>Clients, Guide</p>	<p>Potential of gutter / thwart entrapment highlighted in safety brief.</p> <p>Clients instructed to avoid positioning feet deep in gutters.</p>		
<p>Raft Perimeter line</p>	<ul style="list-style-type: none"> - Line snaps – client falls in - Entrapment, client falls in river with leg caught under line, entrapment while in moving water. 	<p>Clients, Guide</p>	<p>Perimeter lines are rigged to avoid slack and reduce the chance of entrapment.</p> <p>Equipment is periodically checked.</p>		

	Cuts and contusions, limb injury, spinal injuries, head injuries, trauma, drowning.				
Bow/Stern Lines	<ul style="list-style-type: none"> - Line failure during rescue - Entrapment while in moving water 	Clients, Guide	<p>Bow / Stern lines are clean and always stowed using an appropriate method to prevent accidental release / entrapment.</p> <p>Equipment is periodically checked.</p>		
Raft Held in stopper	<ul style="list-style-type: none"> - Higher potential of flip - Increased potential for collisions with other water users - Crew who fall into river being swept away and raft unable to chase - Entrapment/Entanglement while in moving water - Crew ends up under raft <p>Cuts and contusions, Limb injury, spinal injuries, head injuries, trauma. Drowning.</p>	Clients, Guide, ORU	<p>Hit stoppers wave straight to avoid flip or being held.</p> <p>Operational procedures might identify suitable stoppers to surf, for play purposes.</p>	Use of a high side command when applicable.	Raft H&S
Pinned Raft	<ul style="list-style-type: none"> - High potential to flip - Crew who fall into river being swept away and raft unable to chase 	Clients, Guide, ORU	If collision with an obstacle cannot be avoided, then contact should be made with the front or back of the raft to avoid a pin.		

	<ul style="list-style-type: none"> - Entrapment/Entanglement while in moving water - Crew trapped under pinned raft / Body entrapment - Other rafts collide with pinned raft - Crew stranded mid river - Risk associated with evacuating crew from pinned raft <p>Cuts and contusions, Limb injury, spinal injuries, head injuries, trauma. Drowning.</p>		Guide training to include dealing with a pinned raft, evacuation, unpinning techniques and incident management.		
Raft Flip	<ul style="list-style-type: none"> - Crew fall from height, potentially onto object or into shallow water - Multiple Swimmers being swept downstream - Entrapment under raft <p>Cuts and contusions, Limb injury, spinal injuries, head injuries, trauma. Drowning.</p>	Clients, Guide, ORU	Guide competent with flip drill, crew briefed what to do in event of a flip.	<p>Guide to check under raft and perform head count.</p> <p>Every guide in flotilla is responsible for head count not just flipped boats guide.</p> <p>Above as per IRF Guidelines.</p>	
The Guide falls out of the raft.	Raft is washed downstream unguided	Clients, Guide,	Crew briefed to get down if guide falls out.		

		ORU			
Throwline deployed from raft	<p>Prone to entanglement of crew members</p> <p>Swimmers receiving throwline from a raft positioned downstream are likely to be spun so they are swimming headfirst downstream.</p> <p>Head Injury, Drowning</p>	Clients, Guide, ORU	<p>Careful consideration given before deploying a throwline from the raft.</p> <p>Avoid throwing over the crew's heads or to an upstream swimmer.</p>		
Equipment Failure	<p>Helmet or PFD fails either buckle or material</p> <p>Raft or rafting equipment fails – raft deflation</p> <p>Above failures resulting in: Cuts and contusions, Limb injury, spinal injuries, head injuries, trauma. Drowning</p> <p>Difficulty guiding raft due to low pressure.</p>	Clients, Guide, ORU	<p>Equipment is checked as set out in operational procedures.</p> <p>Damaged kit is tagged and placed in “Damaged Kit Storage Area”</p> <p>Guide to inspect raft at start of each rafting day and note any problems with Duty Manager.</p>	Equipment failure added + Hazards and Control Measures	Raft H&S
Other River Users	<p>Collision with other river users resulting in injury.</p> <p>Cuts and contusions, Limb injury, spinal injuries, head injuries, trauma. Drowning</p>	Clients, Guide, ORU	<p>Collision with other water users to be avoided. Control speed into eddies where appropriate.</p> <p>Guides to give audio warning if a collision is imminent</p>	Other river users added + Hazards and Control Measures	

			Manage line of sight		
Client Ability/Understanding & Session continuity 'raft guide needs to be switched mid-session'	Client unable to meet the standards of the safety brief or unable to fully understand or follow the safety commands and instruction given. Resulting in increased likelihood of falling into river or injury from t-grip.	Clients, Guide	<p>All crew to receive a full safety brief from their guide Crew should raft with the guide that briefs them</p> <p>Guide should tailor the session to the type / ability of the group.</p>	<p>Crew should be re-briefed if guide switches</p> <p>Context is given to clients on why safety and paddle commands are used</p> <p>If guide feels client is ability does not meet that of the session parameters, they can seek further advice from a duty manager where extra supporting measures such as an extra guide on the raft can be put in place.</p> <p>Max Client weight of 18kg/115kg. If over this PPE must fit correctly</p>	

				and raft must not be overloaded.	
Impact with t-grip / Paddle Shaft / Blade	Head injury/Eye socket injury Body/Limb injury from person landing on paddle shaft during rescue or paddle that has been let go of	Clients, Guide, ORU	Hazard of t-grip highlighted, and clients briefed to keep hold of t-grips Appropriately sized t-grip to prevent entry into eye socket.	Paddles can be sized to meet client build.	
		Clients, Guide, ORU	Generic Control Measures for rafting activities: - Rafts Should always be part of a flotilla with other rafts or safety kayaks, so always at least two guides for rescue scenarios CLAP principle applied; - <i>Communication</i> - <i>Line of Sight</i> - <i>Avoidance</i> - <i>Position of Most Usefulness</i>		