

Mariners of Bewl
Risk Assessment - Moving personnel with davit and hoist

Generic Risk assessment and risk management record					Number	005 MoB
Activity		Moving personnel with davit and hoist			Location/purpose	Bewl Water. MoB Pontoon
Identifying the hazards - assessing the risk				Risk rating	Control measures - reducing the risk	Outcome
Falling from pontoon					All those involved in moving and lifting must wear lifejackets/ buoyancy aids before stepping on pontoon	Medium
					Safety belts used by wheelchair users must be released	
					All personnel required to keep back from the edge.	
Falling from a sling on land or over water				Medium	Only qualified operators permitted to operate the hoist.	Low
					Method statements and operating checklists to be followed. (Checklist must be signed and dated on each day of use)	
					Individual Handling Plans to be followed.	
					Minimum of 2 people required to operate the hoist.	
					Dinghies to be moved into correct position ready to receive the sailor before a lift commences.	
					Personnel being lifted must never be left unattended or left hanging over water, dinghy pontoon or wheelchair	
					Wheelchairs or seating to be removed from pontoon once lift is completed.	
Condition of sling				Medium	All slings checked and 'in date' before each use.	Low
					If personal slings are to be used written confirmation that sling is in date is required.	
Incorrect fitting of sling to person				Medium	All hoist operators to be trained in fitting of slings	Low
					slings to hoist.	
Incorrect attachment of sling to hoist				Medium	All hoist operators trained in attaching slings to hoist.	Low
					Users and/or carers/P.A's to assist 'hoist operator' by checking that slings are correctly attached.	
					Ensure that hoist is lowered a little to prevent body of hoist hitting the face of person being lifted.	
Slipping out of sling				Medium	Correct size of slings only used.	Low
					Slings fitted according to manufacturers recommendation and as instructed on training course.	