

EFFECT	PROBABILITY				
	FREQUENTLY	LIKELY	OCCASIONAL	REMOTE	UNLIKELY
CATASTROPHIC	EXTREME	EXTREME	HIGH	HIGH	MODERATE
CRITICAL	EXTREME	HIGH	HIGH	MODERATE	LOW
MARGINAL	HIGH	MODERATE	MODERATE	LOW	LOW
NEGLIBLE	MODERATE	LOW	LOW	LOW	LOW

HAZARD SEVERITY:

CATASTROPHIC: Death or permanent total disability; system loss; major property damage

CRITICAL: Permanent partial disability; temporary total disability (more than 3 months); major system damage; significant property damage

MARGINAL: Minor injury; lost workday; compensable injury or illness; minor system damage; minor property damage

NEGLIGIBLE: First aid or minor medical treatment; minor system impairment

HAZARD PROBABILITY:

FREQUENT:

Individual Item	Occurs often in life of sytem
Inventory Item	Continuously experienced
Individual Person	Occurs often in career
All Persons Exposed	Continuously experienced

PROBABLE:

Individual Item	Occurs several times in life of system
Inventory of Items	Occurs frequently
Individual Person	Occurs several times in career
All Persons Exposed	Occurs frequently

OCCASIONAL:

Individual Item	Occurs sometimes in life of system
Inventory Item	Occurs several times in life of system
Individual Person	Occurs sometimes in career
All Persons Exposed	Occurs sporadically

REMOTE:

Individual Item	Unlikely, but possible in life of system
Inventory of Items	Unlikely, but expected sometime
Individual Person	Occurs sometime in career
All Persons Exposed	Occurs seldom

IMPROBABLE:

Individual Item	Too unlikely to occur in life of system
Inventory Item	Unlikely, but possible in life of system
Individual Person	Too unlikely to occur in career
All Persons Exposed	Occurs very rarely