Risk Assessment Matrix

E = Extremely High Risk H = High Risk M = Moderate Risk L = Low Risk			PROBABILITY				
			Frequent	Likely	Occasional	Seldom	Unlikely
			A	B	C	D	E
S E V E R I T Y	CATASTROPHIC	I	E	E	H	H	M
	CRITICAL	II	E	H	H	M	L
	MARGINAL	III	H	M	M	L	L
	NEGLIGIBLE	IV	M	L	L	L	L

Table 3-1. Risk Assessment Matrix

PROBABILITY				
Frequent	Likely	Occasional	Seldom	Unlikely

Frequent – Occurs very often, known to happen regularly.

Likely – Occurs several times, a common occurrence.

Occasional – Occurs sporadically, but is not uncommon.

Seldom – Remotely possible, could occur at some time.

Unlikely – Can assume it will not occur, but not impossible.

SEVERITY		
Catastrophic	I	Complete mission failure or the loss of ability to accomplish a mission. Death or permanent total disability. Loss of major or mission-critical systems or equipment. Major property or facility damage. Severe environmental damage. Mission-critical security failure. Unacceptable collateral damage.
Critical	II	Severely degraded mission capability or unit readiness. Permanent partial disability or temporary total disability exceeding three months time. Extensive major damage to equipment or systems. Significant damage to property or the environment. Security failure. Significant collateral damage.
Marginal	III	Degraded mission capability or unit readiness. Minor damage to equipment or systems, property, or the environment. Lost days due to injury or illness not exceeding three months. Minor damage to property or the environment.
Negligible	IV	Little or no adverse impact on mission capability. First aid or minor medical treatment. Slight equipment or system damage, but fully functional or serviceable. Little or no property or environmental damage.

Table 3-2. Risk assessment probability

Work/Rest and Water Consumption Table

Applies to average sized, heat-acclimated soldier wearing BDU, hot weather. (See TB MED 507 for further guidance.)

Easy Work	Moderate Work	Hard Work
• Weapon Maintenance • Walking Hard Surface at 2.5 mph, < 30 lb Load • Marksmanship Training • Drill and Ceremony • Manual of Arms	• Walking Loose Sand at 2.5 mph, No Load • Walking Hard Surface at 3.5 mph, < 40 lb Load • Calisthenics • Patrolling • Individual Movement Techniques, i.e., Low Crawl or High Crawl • Defensive Position Construction	• Walking Hard Surface at 3.5 mph, ≥ 40 lb Load • Walking Loose Sand at 2.5 mph with Load • Field Assaults

Heat Category	WBGT Index, F°	Easy Work		Moderate Work		Hard Work	
		Work/Rest (min)	Water Intake (qt/hr)	Work/Rest (min)	Water Intake (qt/hr)	Work/Rest (min)	Water Intake (qt/hr)
1	78° - 81.9°	NL	½	NL	¾	40/20 min	¾
2 (GREEN)	82° - 84.9°	NL	½	50/10 min	¾	30/30 min	1
3 (YELLOW)	85° - 87.9°	NL	¾	40/20 min	¾	30/30 min	1
4 (RED)	88° - 89.9°	NL	¾	30/30 min	¾	20/40 min	1
5 (BLACK)	> 90°	50/10 min	1	20/40 min	1	10/50 min	1

- The work/rest times and fluid replacement volumes will sustain performance and hydration for at least 4 hrs of work in the specified heat category. Fluid needs can vary based on individual differences (± ¼ qt/hr) and exposure to full sun or full shade (± ¼ qt/hr).

- **NL** = no limit to work time per hr.

- **Rest** = minimal physical activity (sitting or standing) accomplished in shade if possible.

- *CAUTION: Hourly fluid intake should not exceed 1½ qts.*

  Daily fluid intake should not exceed 12 qts.

- If wearing body armor, add 5°F to WBGT index in humid climates.

- If doing Easy Work and wearing NBC (MOPP 4) clothing, add **10°F** to WBGT index.

- If doing Moderate or Hard Work and wearing NBC (MOPP 4) clothing, add **20°F** to WBGT index.

Table 20-1. Work/Rest and Water Consumption Table