|  |  | VL | L | M | H | VH |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | VH | 16 | 80 | 800 | , ${ }^{\text {\% }}$ | \% |
|  | H | 12 | 60 | 600 | 2": |  |
|  | M | 8 | 40 | 400 | 4000 |  |
|  | L | 8 | 20 | 200 | 2000 | 4000 |
|  | VL | 2 | 10 | 100 | 1000 | 2009 |
|  |  | VL | L | M | H | VH |
|  | Impact |  |  |  |  |  |

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## LIKELIHOOD

| bescriptiont | Scentarto | Code letre | Gulde: frobatility | FARIF <br> alue |
| :---: | :---: | :---: | :---: | :---: |
| Very High | Almost certain to occur | VH | 90 | 16 |
| High | More likely to occur than not | H | 75 | 12 |
| Medium | Fairly likely to happen | M | 50 | 8 |
| Low | Low but not impossible | L | 25 | 4 |
| Very Low | Extremely unlikely to happen | VL | 5 | 2 |

## IMPACT

| Description | Scenario | Code Letter | RAINㄹ value | Guide <br> Cost of propect | Cuide <br> lime <br> offrog: |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Very High | Critical impact on the achievement of objectives and overall performance. Huge impact on costs and/or reputation. Very difficult and possibly long-term to recover. | VH | 1000 | 2 | 5 |
| High | Major impact on costs, objectives. Serious impact on output and/or quality and reputation. Medium to longterm effect and expensive to recover. | H | 500 | 1.5 | 3 |
| Medium | Reduces viability significant waste of time and resources and impact on operational efficiency, output, and quality. Medium term effect, which may be expensive to recover. | M | 50 | 1 | 1.5 |
| Low | Minor loss, delay, inconvenience or interruption. Short to medium term effect. | L | 5 | 0.5 | 0.75 |
| Very Low | Minimal loss, delay, inconvenience or interruption. Can be easily and quickly remedied. | VL | 1 | 0.25 | 0.25 |









