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|  | **Risk Category** | **CONSEQUENCE RATING** | | | | |
| **1** | **2** | **3** | **4** | **5** |
| 1 | Marine infrastructure | No impact or slight reduction in efficiency | Interruption measured in hours, slight delays | Interruption measured in days. | Operations halted for weeks. | Operations suspended indefinitely |
| 2 | Port infrastructure | No impact or slight reduction in efficiency | Interruption measured in hours, slight delays | Interruption measured in days. | Operations halted for weeks. | Operations suspended indefinitely |
| 3 | Port superstructure | No impact or slight reduction in efficiency | Interruption measured in hours, slight delays | Interruption measured in days. | Operations halted for weeks. | Operations suspended indefinitely |
| 4 | Operations | No impact or slight reduction in operations/equipment efficiency | Interruption measured in hours, slight delays | Interruption measured in days. | Operations halted for weeks. | Operations suspended indefinitely. |
| 5 | Supply chain | No impact or slight reduction in commodity transfer | Interruption measured in hours, slight delays | Interruption measured in days. | Operations halted for weeks. | Operations suspended indefinitely |
| 6 | Workforce: health and safety | Local treatment with quick recovery. Not off-work | Medical treatment required or short-term acute health effects. Off-work for hours | Lost time injury and short/medium health effects. Off-work for week(s) | Extensive injuries or chronic health issues, over months. | Single fatality or permanent disability or long-term off-work |
| 7 | Financial | Slight increase in costs and liabilities or slight reduction in income: insignificant | Increase in costs/ liabilities or reduction in income: affects profit slightly | Increase in costs/ liabilities or reduction in income: affects profit moderately | Increase in costs/ liabilities or reduction in income: significantly affects profit | Company is into negative earnings |
| 8 | Legal/regulatory | Compliance not needed | Regulatory /contractual conditions apply | Unable to meet regulatory or contractual conditions | Possibility of prosecution or fines | Possibility of imprisonment |
| 9 | Environment | On-site impact contained with little damage (on site). | On or off-site impact with damage repaired in weeks | On or off-site impact with damage repaired in months | Major on or off-site impact with damage remediation taking years | Permanent damage to an ecosystem with irreversible effects. |
| 10 | Stakeholders  (community, partners) | Minor opposition. Need to improve relationships | Possible objections requiring minor actions to resolve | Possible strong and widespread objections requiring major actions | Project requires large-scale action plans, or changes to contracts | Project likely to be stopped by widespread objections, denied approval |
| 11 | Reputation | Clients suffer minor disruptions | Clients suffer disruptions, delays or loss | Clients suffer significant disruptions, delays or loss | Clients consider using another port | Clients use another port |

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| **LIKELIHOOD RATINGS** | | |
| Almost certain | 5 | Recurrent events – expect this event every year. Single event – very likely to happen. |
| Probable | 4 | Recurrent events – expect this event several times in your career. Single event – more likely to happen than not. |
| Possible | 3 | Recurrent events – expect this event once in your career. Single event – more likely not to happen, but still could. |
| Unlikely | 2 | Recurrent events – unlikely but not impossible. Single event – unlikely but not impossible. |
| Rare | 1 | Recurrent events – something like this has happened elsewhere but in exceptional circumstances  Single event – not expected but it is possible |

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| **LIKELIHOOD AND CONSEQUENCE COMBINED FOR PRIORITY RATING** | | | | | | |
| Likelihood rating | | Consequence rating | | | | |
|  |  | 1 | 2 | 3 | 4 | 5 |
| 5 | Almost certain | Medium | High | Very high | Very high | Very high |
| 4 | Probable | Low | Medium | High | Very high | Very high |
| 3 | Possible | Low | Medium | Medium | high | Very high |
| 2 | Unlikely | Low | low | Medium | Medium | High |
| 1 | Rare | Low | Low | Low | Medium | Medium |