

Housing Health and Safety Rating System Case Study – - Falls between levels (Hazard no. 22)

Vulnerable Age Group is all persons aged less than 5 years of age

Photograph	Primary	Compounding/Ameliorating factors	Notes
	<p>Risk of falls from windows that have low internal cill heights (between 570 and 650mm to first floor windows).</p> <p>Missing and defective balusters on first floor with excessive gaps between balusters</p>	<p>Disrepair to sash windows throughout including broken sash cords and windows propped open. A lack of safety catches to windows.</p>	

The 'average' situation obtained from the Guidance

Average likelihood of an occurrence in next 12 months is 1: 2117
Converted to Representative Scale Point (RSP) this is 1:1800

Average range of harm outcomes is:

	Class 1	Class 2	Class 3	Class 4
Guidance	0.1	0.0	10.5	89.4
RSP	0.1	0	10.0	89.9

Average Score and band: 2 (band J)

IN THIS CASE

Likelihood converted to representative scale point is: 1: 100

Justification for adjusting likelihood:

Greater risk than average of child falling through gap in staircase caused by missing baluster. Although window cill heights are not particularly low for a dwelling of this age and type, disrepair and a lack of window catches means that the windows also pose an increased risk of falls between levels compared with an average dwelling.

Range of harm outcomes is:

	Class 1	Class 2	Class 3	Class 4
RSP	0.1	2.2	10.0	87.7

Justification for adjusting range of harm outcomes:

The harm outcomes in the technical guidance indicate a very low class 1 & 2 harm outcome for the age of house. However the "All dwellings" class 1 & 2 are 0.2 & 0.8 respectively. It is considered that the class 2 outcome (i.e. risk of serious fractures) are much greater than the average (0.0) in this case

Hazard score for this case:

Class of Harm	Weighting	Likelihood	Spread of Harm		
Class 1	10,000 X	1/ 100 x	0.10	=	10.0
Class 2	1,000 X	1/ 100 x	2.20	=	22.0
Class 3	300 X	1/ 100 x	10.00	=	30.0
Class 4	10 X	1/ 100 x	87.70	=	8.8
			Total score	=	70.8
			Band	=	G