



CraSH Matrix

Crash Scene Hazard Matrix



	Hazard	Exposure Route	Risk	Control
Physical	<ul style="list-style-type: none"> Broken structures Composite fibres (CF) Explosives Radiological Stored energy 	<ul style="list-style-type: none"> Cuts Punctures Crush Inhalation/ingestion Contact/proximity 	High <ul style="list-style-type: none"> Likely Probability Critical Severity Severe injury and/or Severely degraded mission capability 	<ul style="list-style-type: none"> Control access Avoid/cordon Disarm Decontaminate No eating on site Wear PPE Apply Fixant (CF)
Chemical	<ul style="list-style-type: none"> Petroleum, Oil, Lubricants/fluids Metals/oxides Viton (rubber) 	<ul style="list-style-type: none"> Inhalation Ingestion Contact 	Medium <ul style="list-style-type: none"> Likely Probability Moderate Severity Minor injury and/or Degraded mission capability 	<ul style="list-style-type: none"> Control access Avoid/cordon Neutralize Decontaminate No eating on site Wear PPE
Environmental	<ul style="list-style-type: none"> Cold/heat Terrain Fatigue Insects/wildlife Enemy/Security Political Situation 	<ul style="list-style-type: none"> Variable 	Medium <ul style="list-style-type: none"> Likely Probability Moderate Severity Minor injury and/or Degraded mission capability 	<ul style="list-style-type: none"> Control access Implement site security Apply work/rest cycles Feeding/hydration Insect repellent/tick removal Wear sunscreen Wear clothing appropriate for the weather Wear PPE
Psychological	<ul style="list-style-type: none"> Traumatic exposure Fatigue and circadian disruption 	<ul style="list-style-type: none"> Direct exposure Indirect exposure (vicarious trauma, narratives) 	Medium <ul style="list-style-type: none"> Likely Probability Moderate Severity Minor injury and/or Degraded mission capability 	<ul style="list-style-type: none"> Control access Apply work/rest cycles Monitoring Limit exposure and control information release Wear PPE
Biological	<ul style="list-style-type: none"> Blood Borne Pathogens HIV Hepatitis B/C 	<ul style="list-style-type: none"> Cuts Punctures Via mucous membranes 	Low <ul style="list-style-type: none"> Unlikely Probability Critical Severity Severe injury 	<ul style="list-style-type: none"> Control access Decontaminate No eating on site Wear PPE Vaccinate

Personal Protective Equipment

Medium Risk

Coveralls



High Risk

Coveralls



Military



Civilian



Dry Environment - tucked and taped clothing

Wet Environment - loose and layered clothing