



AUSTRALIAN
FLYBALL
ASSOCIATION

Risk Management Policy

1 January 2022

RISK MANAGEMENT POLICY

Introduction

Many incidents occur because there are no formal procedures leading to safe practices or processes. With this in mind, a strategy has been designed to assist the **AFA** in the development of formal procedures to eliminate or reduce the risk of injury or incident.

Purpose

The aim of this policy is to establish a procedure to maintain the safety and health of **AFA members**, dogs, volunteers, and the public by completing a **risk assessment** to identify hazards, assess risks and provide risk controls.

Benefit:

- (i) Early detection of risks;
- (ii) Systematic procedures for identification, assessment and control;
- (iii) Documents the statutory requirements; and
- (iv) Conforms with legislative requirements.

Policy Statement

The **AFA** is committed to a zero-harm environment. The **AFA committee, clubs, and AFA members** each have a responsibility to identify and control significant risks.

Definitions

risk assessment means the systematic reviewing of work systems and equipment to identify potential hazards, the assessing of each risk to evaluate the likelihood of the risk being realised and the consequences if it occurs and then the development and implementation of controls.

Flyball consists of a relay race between two teams of four dogs. Each dog must jump over four hurdles, retrieve a ball by triggering a flyball box and then return over the hurdles to the start/finish line.

Responsibilities

The **AFA committee** is responsible for adopting this policy, monitoring changes in legislation that impact risk management and for reviewing this policy as and when the need arises.

The **AFA committee, clubs, AFA members**, contractors and volunteers are responsible for the implementation of this policy.

Related Documents

1. Risk Management Framework
2. Risk Identification Worksheet
3. Risk Assessment Worksheet
4. Risk Control Worksheet
5. Health and Safety Policy
6. Health and Safety Management System