
**Societal security — Emergency
management — Message structure for
exchange of information**

*Sécurité sociétale — Gestion des urgences — Message structures pour
échanger d'information*

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Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of ISO documents should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO shall not be held responsible for identifying any or all such patent rights. Details of any patent rights identified during the development of the document will be in the Introduction and/or on the ISO list of patent declarations received (see www.iso.org/patents).

Any trade name used in this document is information given for the convenience of users and does not constitute an endorsement.

For an explanation on the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the WTO principles in the Technical Barriers to Trade (TBT) see the following URL: [Foreword - Supplementary information](#)

The committee responsible for this document is ISO/TC 292, *Security and resilience*.

Introduction

Clear situation awareness is a key factor for effective emergency response. The building of an operational picture is based on the integration and assessment of information collected from the different teams of responders and other information sources. It relies on exchange of information. The ability to exchange information in a timely and secure manner is critical to the effective conduct of emergency management.

This Technical Report proposes a structured message in order to facilitate these exchanges. The message is flexible with regard to the regulations of nations and organizations. It helps the operational information exchange between organizations, especially when different terminologies or different languages are used as in civil-military cooperation, trans-border collaboration or multi-agency emergencies. It enables all involved organizations to co-operate with a high level of interoperability as described in ISO 22320.

This Technical Report is based on results from the CEN Workshop Agreement CWA 15931 published in March 2009 as the Tactical Situation Object (TSO) by a European Frame Work Program 6 project.

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Societal security — Emergency management — Message structure for exchange of information

1 Scope

This Technical Report describes a message structure for the exchange of information between organizations involved in emergency management. An organization can ingest the received information, based on the message structure, in its own operational picture.

The structured message is called Emergency Management Shared Information (EMSI).

This Technical Report describes the message structure built in order to facilitate interoperability between existing and new information systems.

The intended audience of this Technical Report is control room engineers, information systems designers and decision makers in emergency management.

NOTE The EMSI can be used complementary to other message protocols, as for example the common alert protocol (CAP).

2 Normative references

The following documents, in whole or in part, are normatively referenced in this document and are indispensable for its application. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

ISO 22300, *Societal security — Terminology*

3 Terms and definitions

For the purposes of this document, the terms and definitions given in ISO 22300 apply.

NOTE All terms and definitions contained in ISO 22300 are available on the ISO Online Browsing Platform: www.iso.org/obp.

4 The EMSI message

4.1 General

An EMSI describes a part of the operational picture at a particular time. It is exchanged between nodes in order to transfer information and describes events, resources and missions (see [Figure 1](#)).

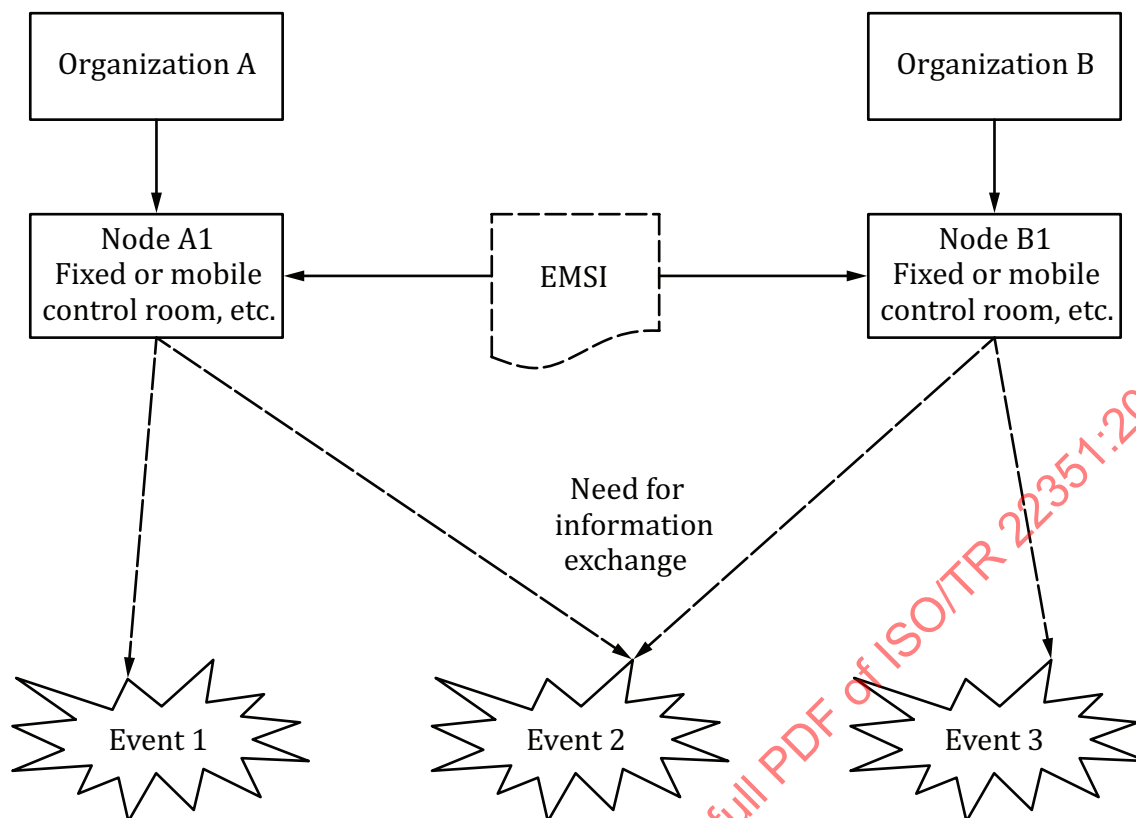
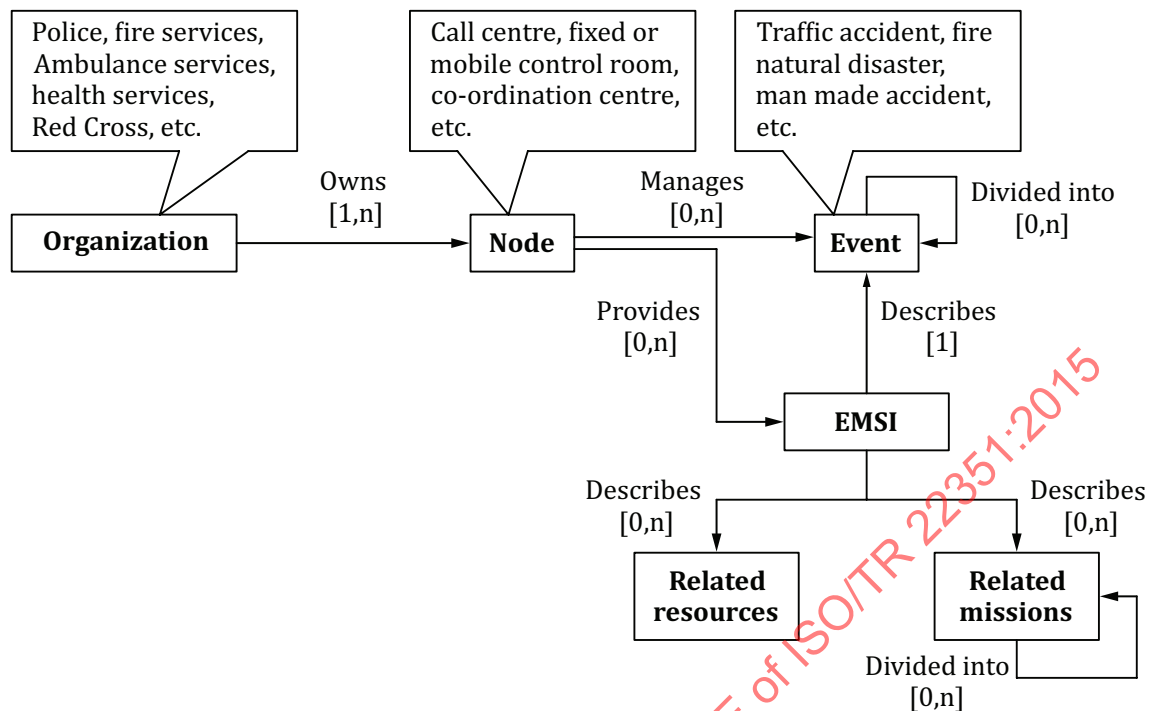


Figure 1 — Exchange of EMSI between organizations

An EMSI can be used peer-to-peer at the same level of the command hierarchy or up and down the hierarchy. This information contributes to the situational awareness of organizations involved for facilitating coordination of plans and actions.

[Figure 2](#) describes in an object model the entities which are involved in the EMSI.



Key

Cardinality:

- [1] The element is mandatory. Only one value can be provided.
- [0,1] The element is optional. If it is present, only one value can be provided.
- [0..n] The element is optional. If it is present, several values can be provided.
- [1..n] The element is mandatory. Several values can be provided.

NOTE Arrows in the diagram represent relationships according to cardinality but not information flows.

Figure 2 — EMSI described in an object model

An organization owns one or more nodes. A node can manage events.

The message structure is hidden from the user. The applications handling the EMSI present the information to users in their own language, applying their own set of symbols.

The objective of this Technical Report is to agree on the set of information with the following properties:

- useful to share between responders and that represent the situation;
- simple enough in order to enable agreement on use and implementation;
- extensive enough to support the planning and decision making process.

4.2 EMSI content

The Emergency Management Information Sharing contains the following information.

- a) Identification of the EMSI:
 - 1) identifier of the individual message;
 - 2) identification of its originator;

- 3) time of creation;
 - 4) relation to any other EMSI;
 - 5) organization level, confidentiality and urgency of the information;
 - 6) links to external information;
 - 7) date and time of creation of EMSI.
- b) Description of the event:
- 1) limited assessment of the event;
 - 2) date and time when the event was declared;
 - 3) date and time of the observation;
 - 4) location of the event and associated geographical information;
 - 5) enumeration of the casualties found;
 - 6) prediction of future casualties.
- c) Description of the resources:
- 1) resources each organization has available for the event;
 - 2) resources in use;
 - 3) resource capabilities;
 - 4) resource position.
- d) Description of the missions:
- 1) missions in progress;
 - 2) missions foreseen.

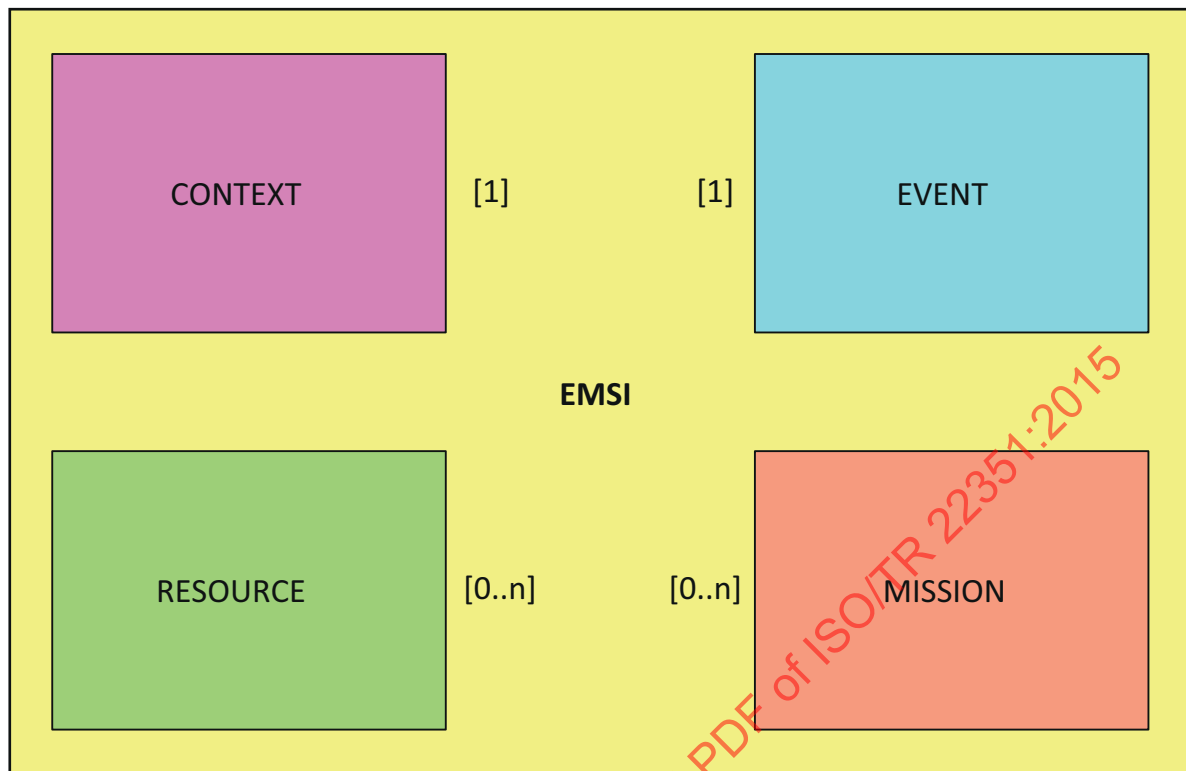
4.3 EMSI structure

An EMSI is organized in four elements groups.

- **CONTEXT**: identification of the EMSI;
- **EVENT**: description of the event;
- **RESOURCE**: allocated or available resource(s) to/for the event;
- **MISSION**: description of mission(s).

CONTEXT and EVENT are mandatory while RESOURCE and MISSION are optional.

[Figure 3](#) shows this structure.

**Key**

Cardinality:

- [1] The element is mandatory. Only one value can be provided.
- [0..n] The element is optional. If it is present, only one value can be provided.

Figure 3 — Content and structure of EMSI**4.4 General rules for the definition of elements**

An element within an EMSI is described by its name, definition, type, cardinality and value domain. An element may be subdivided hierarchically into sub elements which may be subdivided further hierarchically and so on. All sub-elements in the hierarchy are simply called elements.

The following three types of elements can be used in the EMSI structure.

- a) Elements which are defined solely by their types: string of characters, integer value, double or float value. These values may be constrained including: limited number of characters for the strings; minimum and maximum values for numerical elements.

EXAMPLES Identifiers, coordinates (latitude, longitude, height), address.

- b) Elements which are defined by their type (always “string of characters”), but constrained to a limited fixed list of valid values.

EXAMPLES SECLASS, Security classification of the EMSI, string (enumeration),

CONFID = confidential,

RESTRC = restricted,

SECRET = secret,

TOPSRT = top secret,

UNCLAS = unclassified,

UNMARK = unmarked.

- c) Elements which are defined by their type (always “string of characters”), but constrained to an extensive list of valid values.

EXAMPLE RTYPE CLASS, type of the resource: rescue team, vehicle, tent, water purifier, etc..., string (maximum 80 characters); the complete list of values may be described in a specific part of the data elements and codes specification in the form of a dictionary.

4.5 Rules for the list of elements

The content of the field <Element name> reflects entities in the real world and is worded in English. It should not be longer than 32 characters.

The use of free text in the field <Value domain> should be limited as it cannot be automatically interpreted or translated. A free text field should not exceed 500 characters.

In case that the value domain is an extensive list, the field <Value domain> of the element description refers to a dictionary of codes.

4.6 Implementation of the EMSI

It is recommended to use XML when implementing the EMSI.

5 The EMSI codes dictionary

5.1 The role of the codes

The use of codes rather than free text gives the possibility to automatically translate information into language appropriate to the user.

A significant number of elements values are defined by codes representing real world concepts.

5.2 Rules

5.2.1 Code structure

The code for each individual item is expressed as a hierarchical structure subdivided into code elements. The code elements are separated by a slash.

5.2.2 Code elements

Code elements are composed from one up to eight characters taken from the unaccented upper case Latin alphabet (A...Z) and 10 digits (0...9).

5.2.3 Examples

EXAMPLE 1 A fire appliance in a road vehicle with breathing apparatus support.

- a) MAT/VEH/ROADVE/FRFGTN/BREATH

MAT: material

/VEH: vehicle

/ROADVE: road vehicle

/FRFGTN: fire appliance

/BREATH: with breathing apparatus support

EXAMPLE 2 If the observer does not know the category of the vehicle the code generated could be MAT/VEH/ROADVE.

EXAMPLE 3 An EMSI makes sure that the information can be translated to different languages (see Figure 4).

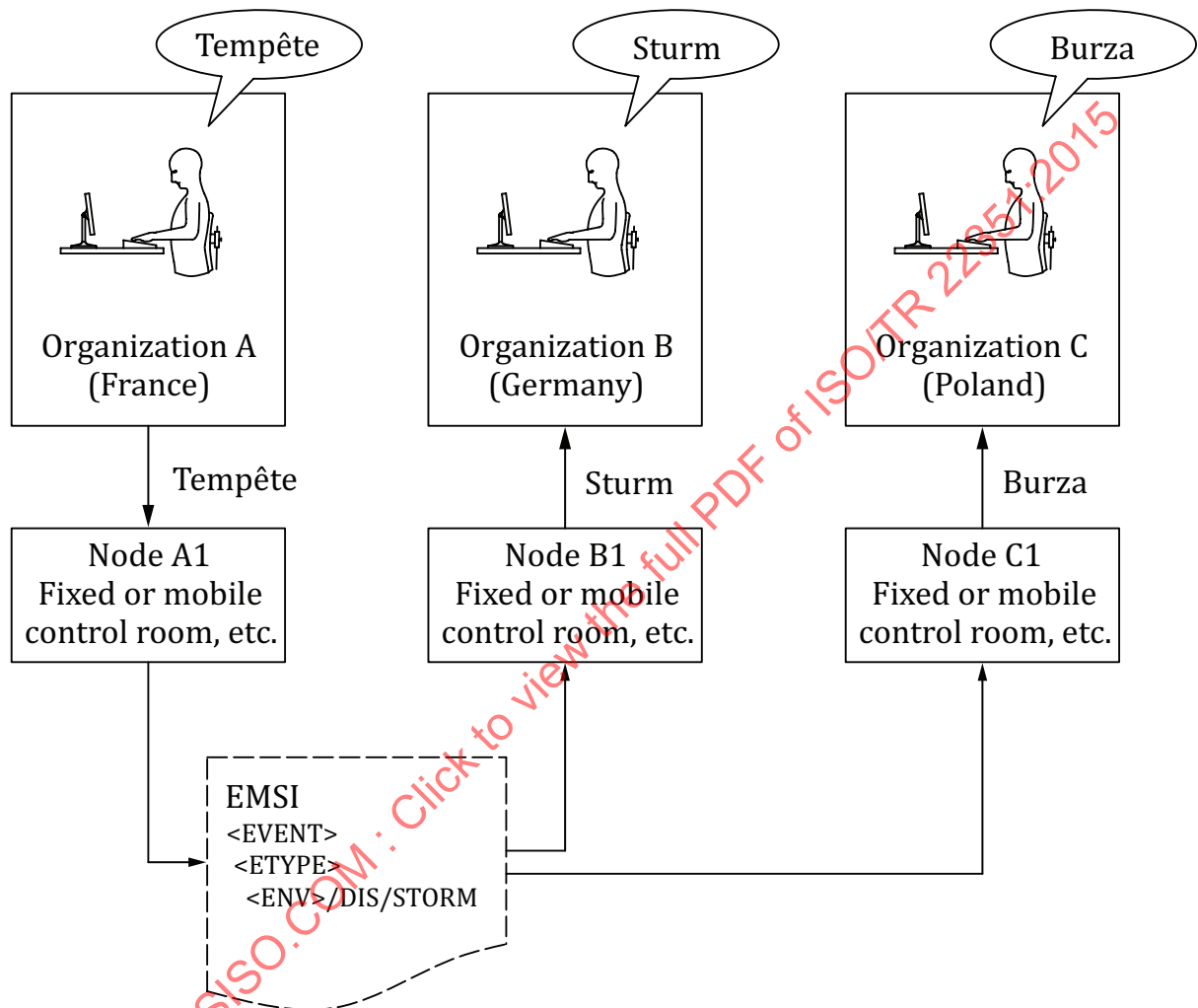


Figure 4 — Code translated automatically to the language of the operator

This example shows how the event of a storm will be encoded in an EMSI message and disseminated to emergency management information systems operators in different countries.

<EVENT>

<ETYPE>

<ENV>/DIS/STORM

will be translated to “tempête» in French, “Sturm» in German and “burza” in Polish on the graphical user interface.

Annex A
(informative)

Example of EMSI messages

This Annex describes examples of EMSI messages using XML. Users will not, in general, manipulate the messages directly, but through interactive and user-friendly tools based on graphical windows with maps and tables for the creation and the modification of the EMSI elements. This example is based on a scenario involving a collision between a truck and a high speed train in the vicinity of a medium-size city.



Figure A.1 — Example

NOTE In the different diagrams of this example, the Google Earth® software¹⁾ has been used for the display of the satellite image and the vector overlays.

Scenario: Witnesses call the 112 emergency number and provide a first assessment of the situation. These pieces of information are entered in the information system of the Call Centre. Then the Call Centre dispatches the alert to the control rooms of two of the organizations which are involved in such incidents: the police and the fire service.

The first EMSI message used for this purpose includes two elements, the CONTEXT and the description of the EVENT:

EMSI message	additional information
<pre><?xml version="1.0" encoding="UTF-8"?> <EMSI_2_0 xmlns="http://tacticalsituationobject.org/schemas/EMSI/2_0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"> <CONTEXT> <ID>CC112_200711191724_015</ID></pre>	Unique EMSI file identifier (for the 112 Call Centre)

1) Google Earth® is an example of a suitable product available commercially. This information is given for the convenience of users of this document and does not constitute an endorsement by ISO of this product.

<pre> <MODE>ACTUAL</MODE> <MSGTYPE>ALERT</MSGTYPE> <CREATION>2007-11-19T17:24:00.0Z</CREATION> <URGENCY>URGENT</URGENCY> <ORIGIN> <ORG_ID>FR_112_DEP35</ORG_ID> </ORIGIN> </pre>	Important: this is the unique identifier of the originating node (the 112 Call Centre).
<pre> </CONTEXT> </pre>	
<pre> <EVENT> <ID>CC112_200711191720_EV03</ID> <NAME>Accident train Betton 19112007</NAME> <ETYPE> <CATEGORY>/TRP/COL</CATEGORY> <ACTOR>/VEH/TRK</ACTOR> <ACTOR>/VEH/TRN</ACTOR> <LOCTYPE>/RAIL/TRK</LOCTYPE> <LOCTYPE>/ROAD</LOCTYPE> </ETYPE> <SOURCE>HUMOBS</SOURCE> <SCALE>2</SCALE> </pre>	Important: This is the unique identifier of the current event in the node. Initial description of the incident: it is a collision. The initial assessment is that this incident is a domestic incident, which will require several response units for a limited duration.
<pre> <DECL_DATIME>2007-11-19T17:24:00.0Z</DECL_DATIME> <CASUALTIES> <CONTEXT>PRELIM_STAT</CONTEXT> <TRIAGERED>10</TRIAGERED> </pre>	Preliminary assessment of the casualties: 10 persons are requiring the highest priority for treatment or evacuation.
<pre> </CASUALTIES> <EGEO> <TYPE>/GEN/INCGRD</TYPE> <POSITION> <LOC_ID>BETTON</LOC_ID> <TYPE>POINT</TYPE> <COORD> <LAT>48.18</LAT> <LON>-1.63</LON> </COORD> </POSITION> </EGEO> </pre>	Approximative location of the incident ground
<pre> </EVENT> </EMSI_2_0> </pre>	

At the reception of this first message, the fire service control room decides to send several vehicles for providing first rescue and for assessing more precisely the situation. It informs the other agencies involved by providing a **second EMSI message**, which includes the CONTEXT, the description of the EVENT, the description of 3 RESOURCES and the description of their MISSIONs:

EMSI message	additional information
<pre> <?xml version="1.0" encoding="UTF-8"?> <EMSI_2_0 xmlns="http://tacticalsituationobject.org/schemas/EMSI/2_0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" > <CONTEXT> <ID>SDIS35_200711191727_033</ID> <MODE>ACTUAL</MODE> <MSGTYPE>ALERT</MSGTYPE> <CREATION>2007-11-19T17:27:00.0Z</CREATION> <URGENCY>URGENT</URGENCY> <ORIGIN> <ORG_ID>FR_SDIS35</ORG_ID> </ORIGIN> </CONTEXT> <EVENT> <ID>SDIS35_200711191727_EV033</ID> <DECL_DATETIME>2007-11-19T17:24:00.0Z</DECL_DATETIME> <REFERENCE> <ORG_ID>FR_112_DEP35</ORG_ID> <OTHER_EVENT_ID>CC112_200711191720_EV03</OTHER_EVENT_ID> </REFERENCE> <EGEO> <TYPE>/GEN/INCGRD</TYPE> <POSITION> <LOC_ID>BETTON_ACC</LOC_ID> <TYPE>POINT</TYPE> <COORD> <LAT>48.18</LAT> <LON>-1.63</LON> </COORD> </POSITION> </EGEO> </EVENT> <RESOURCE> <RTYPE> <CLASS>/MAT/VEH/RAODVEH/FRFGTN/RSC</CLASS> </RTYPE> <ID>VSAB_BET01</ID> <RGEO> </pre>	Unique EMSI file identifier (for the fire services node) Important: This is the unique identifier of the originating node (the fire service node). The event identifier used in the fire service node. Important: The event is the same than the event declared in the 112 Call Centre. Location is still the same, no casualty assessment A rescue engine is sent from the fire station to the incident place, with an estimated time of arrival (ETA).

<pre> <DATIME>2007-11-19T17:32:00.0Z</DATIME> <TYPE>INC</TYPE> <POSITION><LOC_ID>BETTON_ACC</LOC_ID></POSITION> </RGeo> <STATUS>IN_USE/MOBILE</STATUS> </RESOURCE> <RESOURCE> <RTYPE> <CLASS>/MAT/VEH/RAODVEH/FRFGTN/FRF</CLASS> </RTYPE> <ID>FPT_REN05</ID> <RGeo> <DATIME>2007-11-19T17:34:00.0Z</DATIME> <TYPE>INC</TYPE> <POSITION><LOC_ID>BETTON_ACC</LOC_ID></POSITION> </RGeo> <STATUS>IN_USE/MOBILE</STATUS> </RESOURCE> <RESOURCE> <RTYPE> <CLASS>/MAT/VEH/RAODVEH/FRFGTN/FRF</CLASS> </RTYPE> ... </RESOURCE> </pre>	A fire engine is sent from the fire station to the incident place, with an estimated time of arrival (ETA).
<pre> <MISSION> <TYPE>/SAV/RTA</TYPE> <STATUS>IPR</STATUS> <RESOURCE_ID>VSAB_BET01</RESOURCE_ID> </MISSION> <MISSION> ... </MISSION> <MISSION> ... </MISSION> </pre>	Another fire engine is sent from the fire station to the incident place (this section is not detailed here). three missions are defined for the three resources

The police services also send their own vehicles to the incident place. They inform the other organizations by sending a similar EMSI message, describing that five vehicles are moving to the incident place (this EMSI message will have its own EMSI identifier — POL35_200711191727_126 for example, its own event identifier — POL35_200711191727_EV055 for example), and will refer to the event identifier initially provided by the Call Centre (this EMSI message is not displayed in this document, it is very similar to the previous EMSI message).

Later, the fire services vehicles arrive on the incident place. They organize the rescue operations and provide a new assessment of the situation to their control room. They find that the truck was transporting some hazardous material which may result in a pollution. The fire services control room provides **an EMSI message with an update of the description of the incident** to the other organizations:

EMSI message	additional information
<pre> <?xml version="1.0" encoding="UTF-8"?> <EMSI_2_0 xmlns="http://tacticalsituationobject.org/schemas/EMSI/2_0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"> <CONTEXT> <ID>SDIS35_200711191727_038</ID> ... </CONTEXT> <EVENT> <ID>SDIS35_200711191727_EV033</ID> <ETYPE> <CATEGORY>/TRP/COL</CATEGORY> <ACTOR>/VEH/TRK/HZD</ACTOR> <ACTOR>/VEH/TRN/PAS</ACTOR> <LOCTYPE>/RAIL/TRK</LOCTYPE> <LOCTYPE>/ROAD</LOCTYPE> </ETYPE> <SCALE>3</SCALE> <RISK_ASSESSMNT>INCREA</RISK_ASSESSMNT> <REFERENCE> <ORG_ID>FR_112_DEP35</ORG_ID> <OTHER_EVENT_ID>CC112_200711191720_EV03</OTHER_ EVENT_ID> </REFERENCE> <CASUALTIES> <CONTEXT>PRELIM_STAT</CONTEXT> <TRIAGERED>20</TRIAGERED> <TRIAGEYELLOW>50</TRIAGEYELLOW> </CASUALTIES> <EGEO> <TYPE>/GEN/INCGRD</TYPE> <POSITION> <LOC_ID>BETTON_ACC</LOC_ID> <TYPE>POINT</TYPE> <COORD> <LAT>48.180789329817</LAT> <LON>-1.6349108183391</LON> </COORD> </POSITION> </EGEO> <EGEO> <TYPE>/DGR/CBRNHZ</TYPE> </pre>	The CONTEXT element is similar to the previous one – except that a new unique EMSI identifier is provided. The event identifier remains the same. The description of the event is improved, providing more details (the truck transports hazardous materials, the train transports passengers). The event scale is escalated to level 3. The casualty assessment is refined, as new information is provided by responders who are on the scene. The location of the incident is more precise. The description of the location of the event is more detailed, by defining that there is a CBRN hazardous location.

<pre> <POSITION> <LOC_ID>BETTON_ACC</LOC_ID> </POSITION> <WEATHER>WWE015</WEATHER> <WEATHER>/HUM/CORECT</WEATHER> </EGEO> </EVENT> </EMSI_2_0> </pre>	Information related to the weather on the incident place is provided (wind direction and speed at ground elevation, no precipitation).
--	--

Taking into account the new information, the fire services decide to

- deploy a medical mobile unit to the incident ground for rescuing the affected casualties, and
- run a preliminary pollution dispersion model, in order to assess if the local population shall be evacuated or confined.

As a result, a **new EMSI message describing these new pieces of information** is provided by the fire services to the other organizations.

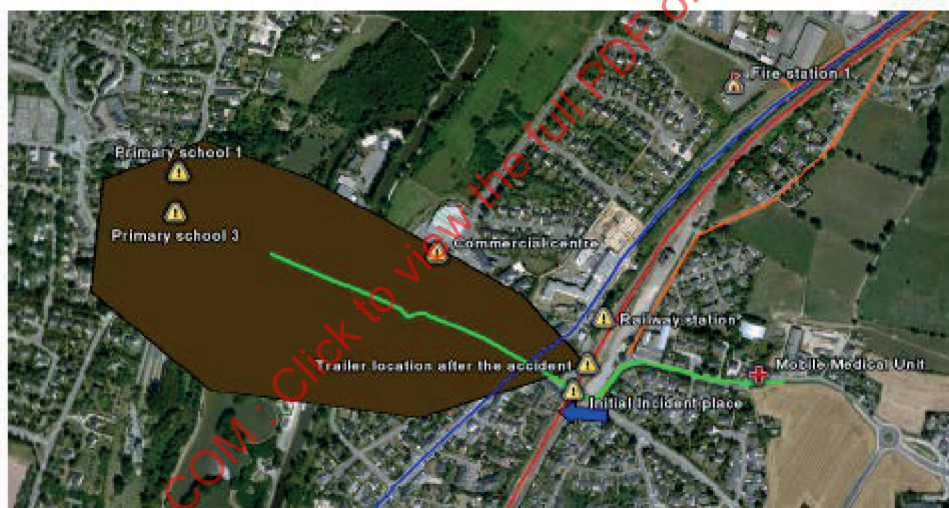


Figure A.2 — Example

EMSI message	additional information
<pre> <?xml version="1.0" encoding = "UTF-8"?> <EMSI_2_0 xmlns="http://tacticalsituationobject.org/schemas/EMSI/2_0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"> <CONTEXT> <ID>SDIS35_200711191727_058</ID> ... </CONTEXT> <EVENT> <ID>SDIS35_200711191727_EV033</ID> <REFERENCE> <ORG_ID>FR_112_DEP35</ORG_ID> <OTHER_EVENT_ID>CC112_200711191720_EV03</OTHER_EVENT_ID> </REFERENCE> <CASUALTIES> <CONTEXT>INITIAL_STAT</CONTEXT> <TRIAGERED>18</TRIAGERED> <TRIAGEYELLOW>35</TRIAGEYELLOW> <TRIAGEGREEN>125</TRIAGEGREEN> </CASUALTIES> <EGEO> <TYPE>/GEN/INCGRD</TYPE> <POSITION> <LOC_ID>BETTON_ACC</LOC_ID> <TYPE>POINT</TYPE> <COORD> <LAT>48.180789329817</LAT> <LON>-1.6349108183391</LON> </COORD> </POSITION> </EGEO> <EGEO> <TYPE>/DGR/CBRNHZ</TYPE> <POSITION> <LOC_ID>BETTON_ACC</LOC_ID> </POSITION> <WEATHER>WWE015</WEATHER> <WEATHER>/HUM/CORECT</WEATHER> </EGEO> <EGEO> <DATIME>2007-11-19T19:00:00.0Z</DATIME> </pre>	The CONTEXT element is similar to the previous one – except that a new unique EMSI identifier is provided. The casualty assessment is refined, again as additional information is provided by the medical team who is present near the incident place. A new area description is provided: the calculated coverage of the toxic cloud for the next hour (ground elevation).

```

<TYPE>/DGR/CBRNHZ</TYPE>
<POSITION>
  <NAME>Toxic area - result of simulation -concentra-
tion=30 ppm</NAME>
  <TYPE>SURFACE</TYPE>
  <COORD>
    <LAT>48.18078710062477</LAT>
    <LON>-1.634745657644245</LON>
  </COORD>
  <COORD>
    <LAT>48.18169465517513</LAT>
    <LON>-1.636277772659113</LON>
  </COORD>
  <COORD>
    <LAT>48.18302319659502</LAT>
    <LON>-1.640964580517434</LON>
  </COORD>
  <COORD>
    <LAT>48.18343926167838</LAT>
    <LON>-1.643352682109139</LON>
  </COORD>
  <COORD>
    <LAT>48.18273583232308</LAT>
    <LON>-1.645418495735825</LON>
  </COORD>
  <COORD>
    <LAT>48.18113861655801</LAT>
    <LON>-1.645440299781541</LON>
  </COORD>
  <COORD>
    <LAT>48.17990784284083</LAT>
    <LON>-1.642693176671372</LON>
  </COORD>
  <COORD>
    <LAT>48.17980528797887</LAT>
    <LON>-1.638188168647105</LON>
  </COORD>
  <COORD>
    <LAT>-1.634745657644245</LAT>
    <LON>48.18078710062477</LON>
  </COORD>
</POSITION>
</EGEO>
</EVENT>
<RESOURCE>
  <RTYPE>
    <CLASS>/FAC/OPR/HSPFLD</CLASS>

```

The EMSI file describes the fact that a mobile medical infrastructure is deployed, providing its location.

```
</RTYPE>
<NAME>Advanced Medical Post 35_01</NAME>
<RGeo>
  <TYPE>INC</TYPE>
  <POSITION>
    <TYPE>POINT</TYPE>
    <COORD>
      <LAT>48.1805832</LAT>
      <LON>-1.6316603</LON>
    </COORD>
  </POSITION>
</RGeo>
</RESOURCE>
</EMSI_2_0>
```

This scenario could continue with additional exchanges of EMSI messages.

Annex B (informative)

EMSI elements and codes

B.1 EMSI elements

This Annex provides a detailed description of an EMSI message based on the rules of this Technical Report.

Figure B.1 summarizes all the elements included in EMSI. They are detailed in this Annex.

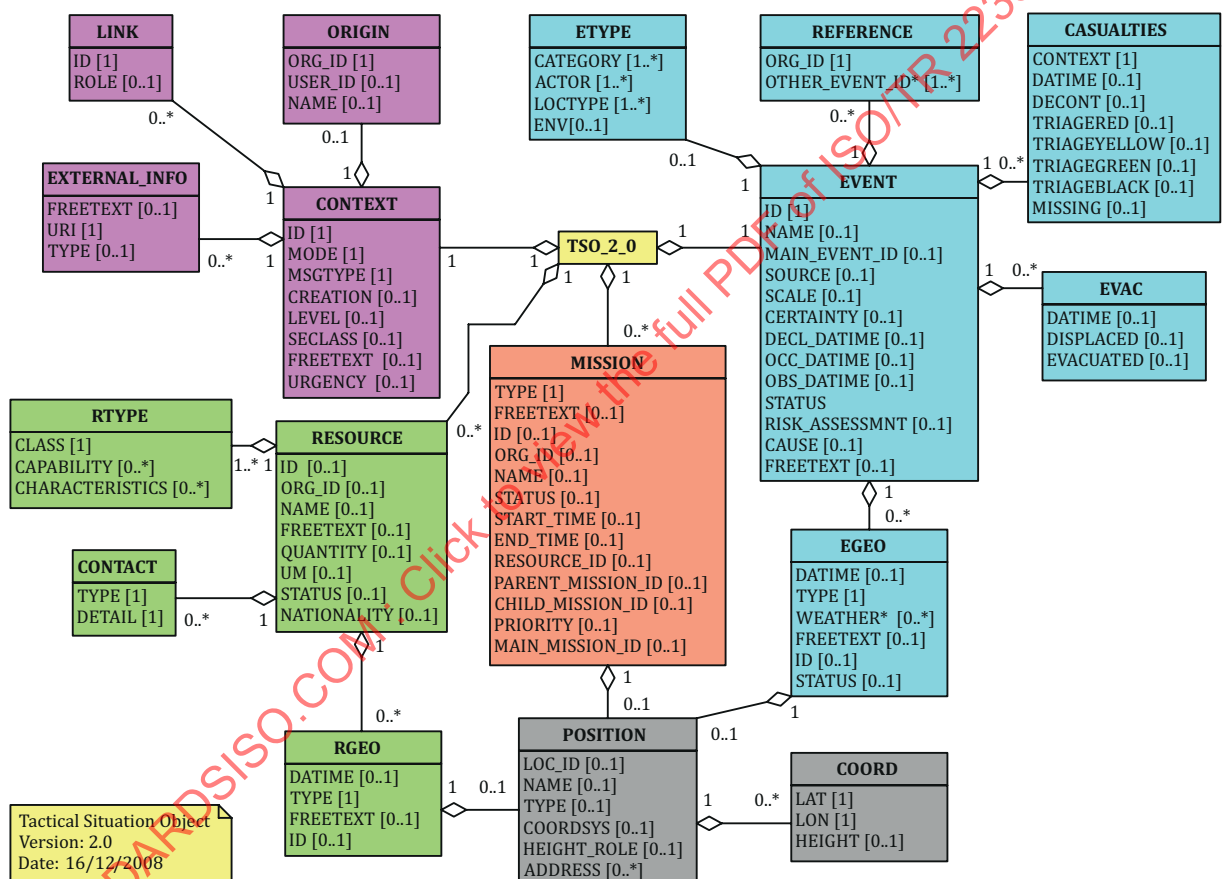


Figure B.1 — EMSI data elements

Table B.1 — EMSI elements

Element name	Definition	Type	Cardinality	Notes or value domain
1. CONTEXT	Identifies the context of the EMSI.	group	REQUIRED, 1	
2. EVENT	Describes the event that the EMSI relates to.	group	REQUIRED, 1	
3. RESOURCE	Describes the resources (human, vehicles, other hardware, etc.) which the EMSI node has the authority to deploy and is related to the event and context reported in the EMSI.	group	OPTIONAL, [0..n]	
4. MISSION	Describes the missions which are completed, are ongoing, or are planned and is related to the event and context reported in the EMSI.	group	OPTIONAL, [0..n]	

Table B.2 — CONTEXT elements and sub-elements

Element name	Definition	Type	Cardinality	Notes or value domain
1. ID	Provides the identifier of the EMSI. It shall be unique.	string (40 characters maximum)	REQUIRED, 1	The EMSI identifier is used to create cross references between EMSIs, and shall be globally unique. Examples of methods to generate global id's are Universally Unique Identifier (UUID) standardized by The Open Software Foundation (OSF), Globally Unique Identifiers (GUID) by Microsoft or by linking together a number of identification elements, such as an organization URL, an agent identifier and date and time. Any such encoding is outside the scope of this specification.
2. MODE	States whether the EMSI is related to an actual event (ACTUAL value), an exercise (EXERCISE value) or a test (SYSTEM value) for messages that support alert network internal functions or (TEST value) for technical testing only, all recipients disregard.	string (enumeration)	REQUIRED, 1	Consistent with the CAP protocol v1.0 (cap.alert.status.code).
3. MSGTYPE	Describes the nature of the message.	string (enumeration)	REQUIRED, 1	Consistent with the CAP protocol v1.0 (cap.alert.type.code). The possible values are: ACK = Acknowledges receipt and acceptance of the message(s) identified in reference, ALERT = Initial information requiring attention by targeted recipients, CANCEL = Cancels the earlier message(s) identified in reference, ERROR = indicates rejection of the message(s) identified in reference, UPDATE = Updates and supersedes the earlier message(s) identified in reference.
4. CREATION	Describes the date and time when the EMSI was created.	date and time	OPTIONAL, 0 or 1	The date and time of the creator computer. NOTE: Recipients should not assume that the date and time are accurate.
5. LINK	Provides a link to one or more EMSI files	group	OPTIONAL, [0..n]	
6. LINK ID	Provides the identifier (ID) of another EMSI to which this EMSI is related.	string (maximum 40 characters)	REQUIRED, 1	
7. LINK ROLE	Define the relation of the linked EMSI.	string (maximum 6 characters)	OPTIONAL, 0 or 1	The complete list of values is in the codes dictionary.
8. LEVEL	Describes the level of the node creating this EMSI file.	string (enumeration)	OPTIONAL, 0 or 1	STRATEGIC = strategic, OPR = operational, TACTCL = tactical
9. SECLASS	Describes the security classification of the EMSI.	string (enumeration)	OPTIONAL, 0 or 1	CONFID = confidential, RESTRC = restricted, SECRET = secret, TOPSRT = top secret, UNCLAS = unclassified, UNMARK = unmarked. NOTE: This element provides nodes with information on how to handle this message. Security classification implementation is not covered by this document.
10. FREETEXT	Allows free text description.	string (maximum 500 characters)	OPTIONAL, 0 or 1	This element is used to add free text information.
11. URGENCY	Defines the urgency of the message.	string (enumeration)	OPTIONAL 0 or 1	Values are URGENT or NOT_URGENT

Table B.2 (continued)

Element name	Definition	Type	Cardinality	Notes or value domain
12. ORIGIN	Provides the identity of the creator of the EMSI.	group	OPTIONAL, 0 or 1	
13. ORIGIN_ORG_ID	The unique identifier of an organization element.	string (maximum 40 characters)	REQUIRED, 1	See the CONTEXT/ID element note for information about globally unique identifiers.
14. ORIGIN_USER_ID	It provides the unique identifier of the user who created the EMSI.	string (maximum 80 characters)	OPTIONAL, 0 or 1	It shall be unique inside each organization.
15. ORIGIN_NAME	It provides the name which identifies the agency and the EMSI node.	string (maximum 80 characters)	OPTIONAL, 0 or 1	NOTE: Subsequently, other information such as contact point, telephone number or address can be provided in this element.
16. EXTERNAL_INFO	Describes links to additional external information.	group	OPTIONAL, [0..n]	Originators should consider how this reference may affect the interpretation of the EMSI in the case where the referenced external information is not available to the recipient.
17. EXTERNAL_INFO_FREE-TEXT	Allows free text description of the external information.	string (maximum 500 characters)	OPTIONAL, 0 or 1	
18. EXTERNAL_INFO_URI	Provides a full absolute URI.	string (maximum 200 characters)	REQUIRED, 1	Typically a Uniform Resource Locator that can be used to retrieve the resource file over the network (Internet, Intranet).
19. EXTERNAL_INFO_TYPE	Describes the type of the attached information.	string (maximum 8 characters)	OPTIONAL, 0 or 1	Such as photo, map, manual, website etc. The complete list of values is in the codes dictionary.

Table B.3 — EVENT elements and sub-elements

Element name	Definition	Type	Cardinality	Notes or Value Domain
1. ID	Describes the identifier of the event for the creator of the EMS.	string (maximum 40 characters)	REQUIRED, 1	This identifier shall be unique inside the node.
2. NAME	Provides a name for the event.	string (maximum 40 characters)	OPTIONAL, 0 or 1	It is the responsibility of the node to have unique event names.
3. MAIN_EVENT_ID	Provides a link to the main event.	string (maximum 40 characters)	OPTIONAL, 0 or 1	In this case, the current event is a sub-event of this main event
4. ETYPE	The type of the event, which is the collation of several facets.	group	OPTIONAL, 0 or 1	
5. ETYPE CATEGORY	The description of the scenario which leads to the event.	string (maximum 80 characters)	REQUIRED, [1..n]	The complete list of values is in the codes dictionary.
6. ETYPE ACTOR	Describes the type of the endangered object(s).	string (maximum 80 characters)	REQUIRED, [1..n]	The complete list of values is in the codes dictionary.
7. ETYPE LOCTYPE	Describes the type of the location where the event is taking place.	string (maximum 80 characters)	REQUIRED, [1..n]	The complete list of values is in the codes dictionary.
8. ETYPE ENV	Describes the general environment (or context) of the event.	string (maximum 80 characters)	OPTIONAL, [0..n]	The complete list of values is in the codes dictionary.
9. SOURCE	Describes the origin of the declaration of the event.	string (enumeration)	OPTIONAL, 0 or 1	Possible values are: COMFOR (computer forecast), HUMDEED (human deduction), HUMOBS (human observation), SENSOR (sensor observation).
10. SCALE	Describes the severity of the event.	integer (between 1 and 5 included)	OPTIONAL, 0 or 1	- Level 1 — The event is dealt with by resources deployed on the initial pre-planned response. - Level 2 — The event is dealt with by resources deployed solely by the affected organization. - Level 3 — The event is dealt with by resources deployed by the affected organization, supported by mutual aid assistance from neighbouring organizations under normal arrangements. - Level 4 — The event is dealt with by resources deployed by the affected organization, supported by mutual assistance from organizations anywhere within the affected country. This assistance may be obtained through the use of a national co-ordination centre. - Level 5 — This response level covers the management of any incoming aid to help the organization respond to an event and will be facilitated by the affected government using the existing protocols used by the United Nations, the European Union and the North Atlantic Treaty Organization (NATO).
11. CERTAINTY	Provides a percentage probability of occurrence of the event.	integer (between 0 and 100 included)	OPTIONAL, 0 or 1	NOTE: This is typically used for computerised prediction of a future event such as a flood prediction according to meteorological models.

Table B.3 (continued)

Element name	Definition	Type	Cardinality	Notes or Value Domain
12. DECL_DATETIME	Describes the date and time of the declaration of the event. This may refer to a future occurrence.	date and time	OPTIONAL, 0 or 1	
13. OCC_DATETIME	Describes the date and time of the occurrence of the event. This may refer to a future occurrence.	date and time	OPTIONAL, 0 or 1	
14. OBS_DATETIME	Describes the date and time of the information contained in this EMSI.	date and time	OPTIONAL, 0 or 1	
15. STATUS	Describes the current status of the event.	string (enumeration)	OPTIONAL, 0 or 1	COM = event complete, IPR = event in progress, NST = event not started, STOP = event under control, no need for additional resource
16. RISK_ASSESSMNT	States the predicted evolution of the event.	string (enumeration)	OPTIONAL, 0 or 1	Possible values are: INCREA (increasing), DECREA (decreasing), STABLE (stable).
17. REFERENCE	Provides the list of events identifiers which may be related to the same event.	group	OPTIONAL, [0..n]	The software using the EMSI files in different nodes shall provide the capability to map identifiers for the same event coming from different nodes.
18. REFERENCE ORG_ID	Defines the unique identifier for a node creating the EMSI.	string (maximum 40 characters)	REQUIRED, 1	If the element OTHER_EVENT_ID is provided.
19. REFERENCE OTHER_ EVENT_ID	States the identifiers for the same event, used by other agencies.	string (maximum 40 characters)	REQUIRED, [1..n]	It shall help to maintain the consistency between agencies which have their own identification schemes.
20. CASUALTIES	Provides the number of the actual or predicted casualties.	group	OPTIONAL, [0..n]	This is the description of the actual casualties if there is no DATIME element or for predicted casualties, at the time of the DATIME element.
21. CASUALTIES CONTEXT	Defines the context related to the casualties element.	string (enumeration)	REQUIRED, 1	REQ_ACTION (requiring action) ALR_TREATED (already treated) PRED_URGENT (predicted urgent) PRED_MEDIUM (predicted medium term) INITIAL_STAT = unconfirmed initial statement, indicates the nature of the event PRELIM_STAT = preliminary assessment, made by an emergency responder on scene, who may not be qualified to perform triage but whose description of the incident is accepted.
22. CASUALTIES DATIME	Describes the date and time of the predicted context.	date and time	OPTIONAL, 0 or 1	
23. CASUALTIES DECONT	Provides the number of casualties who need treatment against CBRN agents in the current context.	integer	OPTIONAL, 0 or 1	

Table B.3 (continued)

Element name	Definition	Type	Cardinality	Notes or Value Domain
24. CASUALTIES TRIAGERED	Provides the number of casualties at the "RED" priority level in the current context.	integer	OPTIONAL, 0 or 1	This category has the highest priority for treatment or evacuation, as urgent resuscitative interventions are required to ensure survival of the casualty. Examples include airway obstruction, respiratory emergencies, shock and severe trauma. It is likely that such cases will die within 2 h in the absence of appropriate medical treatment.
25. CASUALTIES TRIAGEYELLOW	Provides the number of casualties at the "YELLOW" priority level in the current context.	integer	OPTIONAL, 0 or 1	This comprises cases that require early treatment, particularly surgery, and it is recommended that evacuation to a surgical facility takes place within 6 h of injury. Examples include visceral injury, closed thoracic injury without threatening asphyxia, major limb injuries and fractures, closed head injury, open eye injury and moderate burns.
26. CASUALTIES TRIAGEGREEN	Provides the number of casualties at the "GREEN" priority level in the current context.	integer	OPTIONAL, 0 or 1	Treatment is less urgent in this category and can be deferred if there are other casualties requiring limited treatment or evacuation assets. Examples include simple closed fractures, soft tissue injury, closed chest injury and maxillary-facial injury.
27. CASUALTIES TRIAGEBLACK	Provides the number of casualties at the "BLACK" priority level in the current context.	integer	OPTIONAL, 0 or 1	This category refers to casualties whose injuries or illnesses are so serious that they have minimal chances of survival or who are dead on arrival. Should there be competition for limited medical resources, such cases will have lower priority for evacuation or treatment, despite the severity of their condition. Examples include brain-stem death and terminal illness.
28. CASUALTIES MISSING	Provides the number of individuals reported or presumed missing, kidnapped, etc. in the current context.	integer	OPTIONAL, 0 or 1	
29. EVAC	Provides the number of the evacuated people.	group	OPTIONAL, [0..n]	
30. EVAC DATIME	It provides the date and time of the predicted context.	date and time	OPTIONAL, 0 or 1	
31. EVAC DISPLACED	Provides the number of people who are moved due to the event in the current context.	integer	OPTIONAL, 0 or 1	
32. EVAC EVACUATED	Provides the number of individuals who are undergoing the process of being moved in the current context.	integer	OPTIONAL, 0 or 1	
33. EGE0	Provides the geographical location of the event.	group	OPTIONAL, [0..n]	NOTE: Several geographical locations could be provided, for example if several affected areas are described.
34. EGE0 DATIME	Describes the date and time for this geographical location.	date and time	OPTIONAL, 0 or 1	For example for predicting future damage. When provided, this element provides the date and time for a forecast. If it is not provided, it indicates that the information describes the current situation

Table B.3 (continued)

Element name	Definition	Type	Cardinality	Notes or Value Domain
35. EGEO TYPE	Describes the type of area.	string (maximum 80 characters)	REQUIRED, 1	If geographical information can be classified with several types, it shall provide several EGEO elements. One main EGEO element shall describe the details of the area (including the EGEO/ POSITION element with a EGEO/POSITION/COORD sub-element and a EGEO/POSITION/LOC_ID element). Then other EGEO elements (of the other types) shall also provide a EGEO/POSITION element providing the same value for the EGEO/POSITION/ LOC_ID (and without repeating the COORD values). The complete list of values is in the codes dictionary.
36. EGEO WEATHER	Describes the weather at the location.	string (maximum 40 characters)	OPTIONAL, [0..n]	Where several WEATHER elements are present, all are applicable. The complete list of values is in the codes dictionary.
37. EGEO FREETEXT	Provides free text information for description of the location and its significance in the context of the event.	string (maximum 500 characters)	OPTIONAL, 0 or 1	
38. EGEO POSITION	Provides the position of the EGEO element.	group	REQUIRED, 1	All elements of POSITION are optional, but at least one shall be provided. It could be only the LOC_ID, only the NAME, or only the TYPE and COORD, or a combination of at least 2 of these elements.
39. EGEO ID	Defines the identifier for this geographical area (for later reference).	string (maximum 40 characters)	OPTIONAL, 0 or 1	This ID shall be unique inside an event for the node.
40. EGEO STATUS	Provides the status of GEO elements independently of the status of the event they relate to.	string (enumeration)	OPTIONAL, 0 or 1	The valid values are: PLANNED, IN PLACE and GONE.
41. CAUSE	Cause of this event.	string (enumeration)	OPTIONAL, 0 or 1	Valid values are: ACC = accidental, DEL = deliberate, NAT = natural
42. FREETEXT	Provides free text information for describing the event.	string (maximum 500 characters)	OPTIONAL, 0 or 1	

Table B.4 — RESOURCE elements and sub-elements

Element name	Definition	Type	Cardinality	Notes or value domain
1. RTYPE	Provides a detailed description of the resource	group	REQUIRED, 1	
2. RTYPE CLASS	Describes the type of the resource: rescue team, vehicle, tent, water purifier, etc...	string (maximum 80 characters)	REQUIRED, [1..n]	The complete list of values is in the codes dictionary.
3. RTYPE CAPABILITY	Describes the main domains of capabilities and competencies of the resource.	string (maximum 80 characters)	OPTIONAL, [0..n]	The complete list of values is in the codes dictionary.
4. RTYPE CHARACTERISTICS	Provides information about the main physical characteristics of the resource: height, weight, size, etc.	string (maximum 80 characters)	OPTIONAL, [0..n]	The complete list of values is in the codes dictionary.
5. ID	Defines a unique identifier of the resource inside the node.	string (maximum 80 characters)	OPTIONAL, 0 or 1	NOTE 1: An agency or a node may have several "unique identifiers" for a resource. For example, a police car may be identified uniquely with its call sign, its number plate, a fleet number. It is an agency or node responsibility to define which one of these identifiers is used. NOTE 2: If the resource is not controlled by the node which is providing the EMSI, the ORG_ID element shall provide the identifier of the node which controls this resource.
6. ORG_ID	Defines the unique identifier of the node which controls the resource.		OPTIONAL, 0 or 1	It can be omitted if the resource is controlled by the node which provides the EMSI.
7. NAME	Provides a name for this resource.	string (maximum 40 characters)	OPTIONAL, 0 or 1	For example, the name of a person or of a team.
8. FREETEXT	Provides free text information on the resource.	string (maximum 500 characters)	OPTIONAL, 0 or 1	
9. RGEO	Allows to define several positions of the resource at different times.	group	OPTIONAL, 0 or several	
10. RGEO DATETIME	It provides the date and time for the use of this geographical location, for example for defining the estimated time of arrival (ETA) at the incident ground.	date and time	OPTIONAL, 0 or 1	
11. RGEO TYPE	If an area can be classified with several types, it shall provide several RGEO elements.	string (maximum 80 characters)		Type of the geographical information. The complete list of values is in the codes dictionary.
12. RGEO POSITION	Defines the position of the RESOURCE element.	group	REQUIRED, 1	All elements of POSITION are optional, but at least one should be provided. It could be only the LOC_ID, only the NAME, or only the TYPE and COORD, or a combination of at least 2 of these elements.
13. RGEO FREETEXT	Provides free text description of the location and its significance in the context of this resource.	string (maximum 500 characters)	OPTIONAL, 0 or 1	
14. RGEO ID	Defines the identifier for this geographical area for later reference.	string (maximum 40 characters)	OPTIONAL, 0 or 1	This ID shall be unique inside an event for the node.

Table B.4 (continued)

Element name	Definition	Type	Cardinality	Notes or value domain
15. QUANTITY	Defines the quantity of this type of resource in the unit of measurement provided in the UM element.	double	OPTIONAL, 0 or 1	
16. UM	Provides the unit of measure for the quantity.	string (maximum 8 characters)	OPTIONAL, 0 or 1	The complete list of values is in the codes dictionary.
17. STATUS	Defines the status of this resource.	string (enumeration)	OPTIONAL, 0 or 1	Possible values are: AVAILB = available, UNAV = unavailable (maybe permanently), MAINTC = in maintenance, RESRVD = reserved, VIRTUAL = resource is only virtual, IN_USE = currently in use, and will come back to the AVAILABLE status when its mission is finished. The IN_USE status can be detailed as IN_USE/MOBILE or IN_USE/ON_SCENE. The status should be applicable to the type of the resource. For example, Human resources may only be AVAILABLE, UNAVAILABLE or IN_USE (and its sub-types).
18. NATIONALITY	Defines the national origin of this resource.	string (2 characters)	OPTIONAL, 0 or 1	It is a string, from the ISO 3166-1-alpha-2 code elements.
19. CONTACT	Defines the one or more types of contact information for a resource.	group	OPTIONAL, [0..n]	This could be postal contact or electronic contact (the type is mandatory).
20. CONTACT TYPE	Defines the type of contact.	string (enumeration)	REQUIRED, 1	Possible values are: PSTADD = postal address, EMLADD = email address, IPADD = Internet address, FTPADD = FTP address, WWWADD = Web address, PHNADD = phone number, FAXADD = telefax address, PMRADD = professional radio number.
21. CONTACT DETAIL	Provides an actual contact detailed information of the resource.	string (maximum 200 characters)	REQUIRED, 1	

Table B.5 — MISSION elements and sub-elements

Element name	Definition	Type	Cardinality	Notes or value domain
1. TYPE	Defines the type of the mission.	string (maximum 80 characters)	REQUIRED, [1..n]	The complete list of values is in the codes dictionary.
2. FREETEXT	Provides free text description of the mission.	string (maximum 500 characters)	OPTIONAL, 0 or 1	
3. ID	Defines the unique identifier of the mission inside the current node.	string (maximum 40 characters)	OPTIONAL, 0 or 1	
4. MAIN_MISSION_ID	Defines the link to the main mission.	string (maximum 40 characters)	OPTIONAL, 0 or 1	In this case, the current mission is a sub-mission of a main mission.
5. ORG_ID	Defines the unique identifier of the node which controls the mission.	string (maximum 40 characters)	OPTIONAL, 0 or 1	It can be omitted if the mission is controlled by the node which provides the EMSI.
6. NAME	Defines the name for the mission.	string (maximum 80 characters)	OPTIONAL, 0 or 1	NOTE: For example, "evacuation of the area of Elancourt".
7. STATUS	Defines the current status of the mission.	string (enumeration)	OPTIONAL, 0 or 1	The possible values are: ABO = mission aborted, CANCLD = mission cancelled, COM = mission complete, IPR = mission in progress (2 additional digits, such as IPR50, may provide the percentage of completeness of the mission), NST = mission is not started, PAU = mission is paused and will restart later.
8. START_TIME	Describes the date and time of the Start of the mission.	Date and time	OPTIONAL, 0 or 1	
9. END_TIME	Describes the date and time of the End of the mission.	Date and time	OPTIONAL, 0 or 1	
10. RESOURCE_ID	Defines the link with the description in the RESOURCE/ID element(s).	string (maximum 80 characters)	OPTIONAL, [0..n]	
11. PARENT_MISSION_ID	Defines the list of the missions which shall be completed before the beginning of this mission.	string (maximum 40 characters)	OPTIONAL, [0..n]	
12. CHILD_MISSION_ID	Defines the list of the missions which shall start when this mission is finished.	string (maximum 40 characters)	OPTIONAL, [0..n]	
13. POSITION	Defines the position of the MISSION element.	Group	REQUIRED, 1	NOTE: All elements of POSITION are optional, but at least one shall be provided. It could be only the LOC_ID, only the NAME, or only the TYPE and COORD, or a combination of at least 2 of these elements.
14. PRIORITY	Defines the priority level for this mission.	Integer (between 0 and 5 included)	OPTIONAL, 0 or 1	An integer from 0 = low priority to 5 = highest priority

Table B.6 — POSITION elements and sub-elements

Element name	Definition	Type	Cardinality	Notes of value domain
1. POSITION LOC_ID	Provides an identifier, which is unique inside the current EMSI file.	string (maximum 80 characters)	OPTIONAL, 0 or 1	This identifier can be used in another part of the EMSI in order to avoid duplicating the same position object (cf. the explanation of the TYPE element for an example of the use of this element).
2. POSITION NAME	Provides the free text name of a location: name of a city, of a lake, etc.	string (maximum 80 characters)	OPTIONAL, 0 or 1	NOTE: It is the responsibility of the agency to define a consistent approach to naming locations, for example, using names from a particular map, or, in a multi-lingual marked area, such as Belgium or Wales, putting both names in separated by a "/".
3. POSITION TYPE	Provides the type of the geographical element.	string (maximum 80 characters)	OPTIONAL, 0 or 1 It is required to provide this element if there is a COORD element.	The following types are defined: POINT = one single geographical point, CIRCLE = one circle defined by the centre and any of the points of the circumference, LINE = a list of points which create a line, SURFACE = a closed surface, GRID = a set of single points, POLYGON = a list of points which are creating a closed line. ELLIPSE = one ellipse defined by 3 points: the position of the 2 foci points, and one position on the contour.
4. POSITION HEIGHT_ROLE	Provides the definition of the height parameter in the COORD element.	string (enumeration)	OPTIONAL, 0 or 1	Values can be: MIN (minimum), MAX (maximum), AVE (average).
5. POSITION COORDSYS	Provides the definition of the coordinate system in the COORD element.	string (maximum 10 characters)	OPTIONAL, 0 or 1	Currently, the only valid value is "EPSG-4326", indicating the use of WGS-84. This element is provided for the future, in order to keep the ascending compatibility if another coordinate system is accepted as a common reference.
6. POSITION COORD	Defines a sequence of geographical points.	group	OPTIONAL, [0..n]	At least one point is required. At minimum, latitude and longitude should be included and optionally height.
7. POSITION COORD LAT	Defines the latitude of the point in the provided coordinate system.	double (between -90 and +90)	REQUIRED, 1	
8. POSITION COORD LON	Defines the longitude of the point in the provided coordinate system.	double (between -180 and +180)	REQUIRED, 1	
9. POSITION COORD HEIGHT	Defines the height above mean sea level in metres.	double	OPTIONAL, 0 or 1	
10. POSITION ADDRESS	Provides a physical address for this position.	string (maximum 256 characters)	OPTIONAL, [0..n]	
NOTE 1 The POSITION element is used in the following EMSI elements:				
— EVENT EGEO;				
— RESOURCE RGE0;				
— MISSION.				
NOTE 2 All first level elements of POSITION are optional, but at least one should be provided. It could be only the LOC_ID, only the NAME, or only the TYPE and COORD, or a combination of at least 2 of these elements.				

B.2 EMSI codes dictionary

B.2.1 CONTEXT sub-section

Table B.7 — CONTEXT EXTERNAL_INFO TYPE

Code	Definition	Additional description
MANUAL	User Manual	The URI provides a link to a file in one of these formats: PDF, Open Document or Rich Text File. The format is provided by the filename extension.
MAP	Map	The URI provides a link to a file which contains a map in one of these formats: JPEG, PNG, PDF or TIFF for a map image, or GEOTIFF for a map file. The format is provided by the filename extension.
OTHER	Other	The URI provides a link to a non-standard type of file (for example a Microsoft Word document). The format shall be provided by the filename extension.
PHOTO	Photo	The URI provides a link to a file which contains a photo in one of these formats: JPEG, PNG, PDF or TIFF. The format is provided by the filename extension.
WEBSIT	Website	The URI provides a link to an Internet web page.

Table B.8 — CONTEXT LINK ROLE

Code	Definition	Additional description
ADDSTO	Adds to	The new EMSI file adds information to the EMSI file to which it is linked
SPRSDS	Supersedes	The new EMSI file supersedes the EMSI file to which it is linked.

B.2.2 EVENT sub-section

Table B.9 — EVENT EGEO TYPE

Higher levels	Code	Definition	Additional description
	AIR	Aerial area	Aerial area
	CMB	Combat-related area	Combat-related area
	DGR	Polluted/dangerous area	Polluted/dangerous area
	FLAME	Area in combustion	Area in combustion
	GEN	General purpose area	General purpose area
	PLUME	Plume	Trails of hazardous emissions from an incident influenced by the wind and other weather conditions that are laden with particulates and gaseous pollutants.
	SMOKE	Smoke	Cloud of fine particles resulting from a combustion suspended in a gas of hot vapour which potentially can impact on people.
	VULN	Vulnerable area	Area where people will be at risk.
/AIR	COR	Air corridor	A restricted air route to travel.
/AIR	FLDZ	Airfield zone	No definition given
/AIR	LZ	Landing zone	Airspace set aside specifically for airlift landing operations.
/AIR	NOFLZN	No fly zone	Airspace of specific dimensions set aside for a specific purpose in which no aircraft operations are permitted, except as authorized by the appropriate commander and controlling agency.

Table B.9 (continued)

Higher levels	Code	Definition	Additional description
/AIR	PZ	Pickup zone	An area location used to pick up troops and/or equipment by helicopter.
/AIR	UAVASP	Unmanned aerial vehicle airspace	Airspace created specifically for unmanned aerial vehicle operations.
/CMB	CZ	Combat zone	An area location that denotes the area required by combat forces for the conduct of operations.
/CMB	DNGR	Danger area	An airspace of defined dimensions within which activities dangerous may exist at specified times.
/CMB	EXTZN	Extraction zone	A specified drop zone used for the delivery of equipment and/or supplies by means of an extraction technique from an aircraft flying very close to the ground.
/CMB	IMPTPT	Impact point	The point at which a projectile, bomb or re-entry vehicle strikes on earth.
/DGR	BIO	Biologically contaminated area	An area in which the employment of biological agents may produce casualties in man or animals and damage to plants or materiel.
/DGR	BOMB	Bomb area	No definition given
/DGR	CBRNHZ	CBRN hazard area	The predicted or confirmed contour of the CBRN hazard area.
/DGR	CBNRSD	CBRN reading/sample/detection	The point at which a reading, sample or detection of a CBRN contaminant is performed.
/DGR	CHM	Chemically contaminated area	An area in which the accidental or deliberate release of harmful chemicals may produce casualties in people or animals and damage to plants or materials. Seveso (Sweden): term used in mainland Europe regarding chemical incidents, by type, hazard, risk, etc.
/DGR	HZD	Hazard area	The predicted area in which unprotected personnel may be affected by the release of a hazardous material spreading from its point of release. PERIGO: a dangerous situation (Portugal).
/DGR	MIND	Mined area	No definition given
/DGR	NGA	No go area	An area that is not trafficable.
/DGR	NGACIV	No go area, civil	An area to which access is denied by civil authority or group of people (e.g. faction, gang, militia).
/DGR	NUKCNL	Nuclear dose rate contour line	The contour line at which a Nuclear radiation dose rate is predicted or confirmed.
/DGR	OBSCEN	Obstacle, general	A control measure used to indicate the presence of an actual or potential obstacle.
/DGR	PRHBAR	Prohibited area	An area of defined dimensions, above the land areas or territorial waters of a state within which the presence is prohibited.
/DGR	RAD	Radioactive area	An area in which the employment of radioactive materials or radiation producing devices to cause casualties or restrict the use of terrain.
/DGR	RADCLD	Radar determined contour of radioactive cloud	The contour line is a radioactive cloud.
/DGR	RSTR	Restricted area	An area of defined dimensions, above the land areas or territorial waters of a state, within which the presence is restricted in accordance with certain specified conditions.

Table B.9 (continued)

Higher levels	Code	Definition	Additional description
/DGR	SGA	Slow go area	An area that is trafficable with difficulty.
/DGR	SITKIL	Site of alleged kills	A point or area where alleged kills have occurred.
/DGR	UNXOD	Un-exploded ordnance area	An area location where an explosive ordnance that has been primed, fused, armed, or otherwise prepared for action, and which has been fired, dropped, launched, or placed in such a manner as to constitute a hazard to operations, installations, personnel, or material, and remains unexploded either by malfunction or for any other cause.
/GEN	AOR	Area of responsibility	An area of land in which responsibility is specifically assigned to the commander of the area for the development and maintenance of installations, control of movement and the conduct of tactical operations.
/GEN	ASYGEN	Assembly area, general	An area in which a command is assembled preparatory to further action.
/GEN	ASYSPL	Assembly area, supply	In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies.
/GEN	BDYOR	Boundary, organization	A line which delineates surface areas (or airspace) for the purpose of facilitating coordination of operations between adjacent units, formations or areas.
/GEN	BDYPOA	Boundary, political/administrative	A line location by which political or administrative areas of responsibility are defined.
/GEN	BDYPT	Boundary point	A point on a boundary.
/GEN	CKPGEN	Check point	A point location on the surface of the Earth used as a means of controlling movement.
/GEN	CNTPTL	Contact point, land	An easily identifiable point location, where two or more units are required to make contact.
/GEN	COLDZ	Cold zone	The area where the command post and support functions that are necessary to control the incident are located.
/GEN	COMCKP	Communication checkpoint	A control point that requires leaders to report either to the mission commander or the control facility.
/GEN	COMLOW	Seveso Directive site under the upper threshold	COMAH (Seveso Directive): indicates a site with the total of production and/or storage of certain chemical agents in excess of the lower threshold, but below the upper threshold indicated in the directive.
/GEN	COMMZ	Communication zone	An area location which defines the rear part of theatre of operations (behind but contiguous to the combat zone) which contains the lines of communication, establishments for supply and evacuation, and other agencies required for the immediate support and maintenance of the field forces.
/GEN	COMUP	Seveso Directive site above the upper threshold	COMAH (Seveso Directive): indicates a site with the total of production and/or storage of certain chemical agents exceeding the upper threshold indicated in the directive.
/GEN	CONTAR	Control area	A controlled area.
/GEN	CORDON	Cordon	The perimeter of an area, for example, the rescue zone or a sector. May be physical or improvised. [From the Major Incident Procedure Manual 7th Edition, published in 2007 by the London Emergency Services Liaison Panel (LESLP).] Term used to describe a restricted access area on the incident ground. Cordons can be described as Inner Cordon, Outer Cordon or Traffic Cordon.

Table B.9 (continued)

Higher levels	Code	Definition	Additional description
/GEN	CRDPNT	Coordinating point	Designated point at which, adjacent units/formations shall make contact for purposes of control and coordination.
/GEN	DIVRT	Diversion	Diversion route: An alternative route to avoid a problem area. Also referred to as detour.
/GEN	DROPPT	Drop point	No definition given
/GEN	ENTPT	Entry point	A point designated for use by vehicles or personnel in entering an area, line or volume.
/GEN	EVENT	Event area	The area where the event of interest occurs.
/GEN	EXITPT	Exit point	A point designated for use by vehicles or personnel in leaving an area, line or volume.
/GEN	FWCTPT	Forward Control Point	Term used to describe the most forward tactical command and control point at an incident. Also known as Forward Command.
/GEN	HOTZ	Hot zone	The area immediately surrounding a hazardous materials incident, which extends far enough to prevent adverse effect from hazardous materials releases to personnel outside the zone.
/GEN	INCGRD	Incident ground	Location of the emergency incident. Also known as Theatre or on the field (Portugal) Scene of Operations.
/GEN	LA	Landing area	Part of the objective area within which is conducted the landing operation of an amphibious or aerial force.
/GEN	LIMARE	Limited access area	An area location to indicate to what personnel or equipment the area is impassable.
/GEN	LOCAT	Incident location	The location of an emergency incident. This can be identified by a full address and where possible a spatial reference. The full address should comprise: Street Number Street Town District County PostCode Country.
/GEN	MSR	Main supply route	The route or routes designated with an area of operations on which the bulk of traffic flows in support of the operations.
/GEN	PSSGPT	Passage point	A specifically designated place where units will pass through one another either in an advance or withdrawal.
/GEN	PTINT	Point of interest	No definition given
/GEN	RCNSAR	Reconnaissance area	No definition given
/GEN	RNDZPT	Rendez vous point	Either a pre-arranged location established by pre-planning or established dynamically during the emergency.
/GEN	ROUTE	Route	A line location that prescribes the course to be travelled from a specific point of origin to reach a specific destination.
/GEN	SAFERT	Safe route	Safe route: A route deemed to be safe giving access and egress to the incident ground or a specific location.
/GEN	SAFZ	Safety zone	No definition given
/GEN	SARPNT	Search and rescue point	A reference point used during SAR operations.
/GEN	SEARAR	Search area	An area to be thoroughly examined in order to locate something, including people and/or evidence.
/GEN	SPRISK	Special risk area	The term to indicate that the emergency responder should be aware of special risk considerations in respect of specific premises.
/GEN	STRTPPT	Start point	A well-defined point on a route at which movement of vehicles begins to be under the control of the commander.

Table B.9 (continued)

Higher levels	Code	Definition	Additional description
/GEN	SUPARE	Supply area	An area where supply units, depots, and dumps may be located.
/GEN	SUPPT	Supply point	Any specific point where supplies are issued in detail.
/GEN	TRSTRT	Transit route	A temporary corridor of defined dimensions.
/GEN	WARMZ	Warm zone	The area where personnel and equipment decontamination and hot zone support takes place.

Table B.10 — EVENT EGEO WEATHER

Higher levels	Code	Definition	Additional description
	HUM	Humid conditions	Humid conditions
	ICY	Icy conditions	Icy conditions
	TDS	Thunderstorm conditions	Thunderstorm conditions
	TMPsxx	Temperature	This item provides the temperature in Celsius degrees. s is the sign (+ or -) and xx is the temperature itself: TMP + 15 for a temperature of 15 °C above 0, TMP-04 for a temperature of 4 °C under 0.
	VIS	Visibility conditions	Visibility conditions
	Wddsss	Wind direction and speed	This item provides the direction (dd) and the speed (sss) of the wind. The direction may be omitted. When present, it may take the following values: NO = North, NE = North East, EA = East, SE = South East, SO = South, SW = South West, WE = West, NW = North West. The speed may be omitted. When present it provides the speed in metres per second. For example, WSW015 is a wind of 15 m per second blowing in the South West direction.
	WIN	Windy conditions	Windy conditions
/HUM	CORECT	Correct humidity conditions	Correct humidity conditions
/HUM	DRZLE	Drizzle	Fairly uniform precipitation composed exclusively of fine drops (diameter less than 0,02 inch or 0,5 mm) very close together. Drizzle appears to float while following air currents although, unlike fog droplets, it falls to the ground. It usually falls from low stratus clouds and is frequently accompanied by low visibility and fog.
/HUM	FOG	Fog/mist	A visible aggregate of minute water particles (droplets) which are based on the Earth's surface, extends vertically, and reduces horizontal visibility to less than 5/8 mile (1 000 m). When fog is further described by the descriptors BC, MI, or PR, the prevailing visibility may be equal to or greater than 5/8 mile (1 000 m). Unlike drizzle, FG does not fall to the ground.
/HUM	RAIN	Rain	Precipitation, either in the form of drops larger than 0,02 inch (0,5 mm), or smaller drops, which in contrast to drizzle, are widely separated.
/HUM	RAINSR	Rain shower	The rain changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.
/HUM	THSTRN	Thunderstorms and rain	A local storm produced by a cumulonimbus cloud accompanied by lightning and/or thunder and precipitation, either in the form of drops larger than 0,02 inch (0,5 mm), or smaller drops, which in contrast to drizzle, are widely separated.

Table B.10 (continued)

Higher levels	Code	Definition	Additional description
/ICY	BLWSNW	Blowing snow	Snow particles raised and stirred violently by the wind to moderate or great heights. Prevailing visibility is reduced to less than 7 miles (9 999 m) and the sky may become obscured when the particles are raised to great heights.
/ICY	CLRICE	Clear icing	Glossy, clear, or translucent ice formed by the relatively slow freezing of large supercooled droplets. The droplets spread out over the airframe surface before completely freezing.
/ICY	CORECT	No problem with icy conditions	No problem with icy conditions
/ICY	FDRZLE	Freezing drizzle	Drizzle which freezes upon impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.
/ICY	FRAIN	Freezing rain	Rain that freezes on impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.
/ICY	FRZFOG	Freezing fog	A suspension of numerous minute ice crystals in the air, or water droplets at temperatures below 0 °C, based at the Earth's surface and extending vertically to greater than 6 feet (1,8 m). FZFG reduces prevailing visibility to less than 5/8 mile (1 000 m) and, unlike drizzle, does not fall to the ground. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze and it can occur even though the air temperature is above freezing. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze. Also called ice fog.
/ICY	HAIL	Hail	Precipitation in the form of small balls or other pieces of ice falling separately or frozen together in irregular lumps. Hailstones consist of alternate opaque and clear layers of ice in most cases. Hail is normally associated with thunderstorms and surface temperatures above freezing.
/ICY	ICECRY	Ice crystals	A fall of unbranched (snow crystals are branched) ice crystals in the form of needles, columns or plates. They are termed "ice prisms" in synoptic observations. Ice crystals are often so tiny they seem to be suspended in air. They may fall from a cloud or from clear air. The crystals are visible mainly when they glitter in the sunshine or other bright light (diamond dust), thus producing a luminous pillar or other optical phenomena. This hydrometer (rarely more than the lightest precipitation), which is frequent in polar regions, occurs only at very low temperatures in stable air masses.
/ICY	ICEPLT	Ice pellets	Precipitation of transparent or translucent pellets of ice, which are round or irregular, rarely conical, and have a diameter of 0,2 inch (5 mm) or less. The pellets usually rebound when striking hard ground and make a sound on impact. There are two main types: hard grains of ice consisting of frozen raindrops or melted and refrozen snowflakes and pellets of snow encased in a thin layer of ice formed from the freezing, either of droplets intercepted by the pellets, or of water resulting from the partial melting of the pellets.
/ICY	MIXICE	Mixed icing	A hard rough conglomerate of ice that can cause very rough accumulation and severe loss of lift.
/ICY	RIMICE	Rime icing	Rough, milky opaque ice formed by the instantaneous freezing of small supercooled droplets which trap air within the ice as they strike the aircraft.
/ICY	SLEET	Sleet	A condition with precipitation of rain and snow.

Table B.10 (continued)

Higher levels	Code	Definition	Additional description
/ICY	SNOW	Snow	Precipitation of snow crystals, mostly branched in the form of six pointed stars, many times clustered to form snowflakes.
/ICY	SNWGRN	Snow grains	Precipitation of very small, white, opaque particles of ice, the solid equivalent of drizzle. The grains are fairly flat or elongated. Diameters are generally less than 0,04 inch (1 mm). When the grains hit hard ground, they do not bounce or shatter. They usually fall in very small quantities from stratus clouds (or occasionally from fog).
/ICY	SNWSHR	Snow shower	Snow changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.
/TDS	CORECT	No problem with thunderstorm conditions	No problem with thunderstorm conditions
/TDS	LGTNNG	Lightning	A luminous manifestation accompanying a sudden electrical discharge, which takes place from or inside a cloud or, less often, from high structures on the ground, or from mountains.
/TDS	THST	Thunderstorm	A local storm produced by a cumulonimbus cloud accompanied by strong gusty winds, vertical currents at higher levels, and heavy precipitation with lightning and/or thunder. It is usually a few miles in both horizontal and vertical dimensions, extending from the ground up to 20 000, 40 000, or even 60 000 feet in the most vigorous examples.
/VIS	CORECT	Correct visibility	Correct visibility
/VIS	HAZE	Haze	A suspension in the air of extremely small, dry particles invisible to the naked eye and sufficiently numerous to give the air an opalescent appearance. This phenomenon resembles a uniform veil over the landscape and subdues all colours. Dark objects viewed through this veil tend to have a bluish tinge while bright objects, such as the sun or distant lights, tend to have a dirty yellow or reddish hue. When haze is present and the sun is well above the horizon, its light may have a peculiar silvery tinge. Haze particles may be composed of a variety of substances, e.g. dust, salt, residue from distant fires or volcanoes, pollen, etc., which generally are well diffused through the atmosphere.
/VIS	SMOKE	Smoke	A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have travelled great distances (25 miles to 100 miles or 40 km to 160 km or more) and when the larger particles have settled out and the remaining particles have become widely scattered through the atmosphere. When viewed through smoke, the disk of the sun at sunrise and sunset appears very red. The disk may have an orange tinge when the sun is above the horizon. Evenly distributed smoke from distant sources generally has a light grayish or bluish appearance.
/WIN	CORECT	No problem with wind conditions	No problem with wind conditions
/WIN	CYCL	Cyclone	The atmospheric pressure distribution in which there is a low central pressure relative to the surroundings. Cyclonic circulation is anticlockwise round the centre in the northern hemisphere and clockwise in the southern hemisphere, in either case the sense of rotation about the vertical is the same as that of the Earth's rotation.

Table B.10 (continued)

Higher levels	Code	Definition	Additional description
/WIN	DSTDVL	Dust devil	Well-developed dust/sand whirls (PO). An ensemble of particles of dust or sand, sometimes accompanied by small litter, raised from the ground in the form of a whirling column of varying height with a small diameter and an approximately vertical axis. Reported regardless of the visibility.
/WIN	DSTSND	Blowing dust or sand	Dust or sand raised by the wind to a height of 6 feet (1,8 m) or more.
/WIN	DSTSTR	Dust storm	An unusual, frequently severe weather condition characterized by strong winds and dust-filled air over an extensive area. Report a dust storm if the prevailing visibility is reduced to less than 5/8 miles (1 000 m), but not less than 5/16 miles (500 m). Report a heavy (severe) dust storm (+DS) if the visibility is reduced to less than 5/16 miles (500 m).
/WIN	FNLCLD	Funnel cloud	A violent, rotating column of air that does not touch the ground, usually appended to a cumulonimbus cloud. Also called a tuba.
/WIN	HURR	Hurricane	A tropical cyclone, especially in the West Indies, in which wind velocity equals or exceeds 64 kn (73 mph = 117,5 km/hr).
/WIN	SNDSTR	Sandstorm	Particles of sand ranging in diameter from 0,008 inches to 1 mm carried aloft by a strong wind. The sand particles are mostly confined to the lowest 10 feet, and rarely rise more than 50 feet above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 5/8 miles (1 000 m), but not less than 5/16 miles (500 m). Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 5/16 miles (500 m).
/WIN	STORM	Storm	An atmospheric disturbance manifested in strong winds with precipitation.
/WIN	TORN	Tornado	A violent, rotating column of air touching the ground, funnel cloud touching the ground. A tornado nearly always starts as a funnel cloud and is accompanied by a loud, roaring noise.
/WIN	TRST	Tropical storm	A tropical cyclone having winds ranging from approximately 48 km to 121 km or 30 mph to 75 mph.
/WIN	TYPH	Typhoon	A severe tropical hurricane.
/WIN	WHIR	Whirlwind	A small revolving storm of wind in which the air whirls around a core of low pressure. Whirlwinds sometimes extend upwards to a height of many hundreds of metres and cause dust whirls formed over a desert.
/WIN	WTRSPT	Waterspout	A violent, rotating column of air that forms over a body of water, such as a bay, gulf, or lake, and touches the water surface, a tornado or funnel cloud that touches a body of water.

Table B.11 — EVENT ETYPE ACTOR

Higher levels	Code	Definition	Additional description
	ANI	Animals	The free-text element will contain detailed information about the species and other features.
	BEV	Built environment	Built environment
	PPL	People	People
	VEH	Vehicles	Vehicles

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/ANI	CON	Status: contaminated	Rabid, bird flu, etc.
/ANI	DEA	Status: dead	An animal that has lost its life.
/ANI	DGR	Potentially dangerous animal	Applies to both pets and wild animals.
/ANI	FRM	Farm and stable Animal	A farm animal, with the exceptions of a) farm dogs, classified as domestic animal, b) unusual animals for the area, e.g. ostrich (in the UK), classified as wild animal.
/ANI	HRD	Group size: herd	A large number of animals.
/ANI	INJ	Status: injured	Requiring some form of medical treatment.
/ANI	LIV	Status: Living	Having life, being alive, not dead: living persons, still alive.
/ANI	PET	Domestic Animal	A household pet.
/ANI	PRO	Protected species	Animals that are at risk and protected by law.
/ANI	SPC	Specific expertise needed	Shepherd, bee keeper, vet, etc...
/ANI	WLD	Wild Animal	A wild animal.
/BEV	ASR	Assembly and recreation	Assembly and recreation.
/BEV	IND	Industrial	Industrial
/BEV	NRES	Storage and other non-residential	Storage and other non-residential.
/BEV	OFF	Office	Office
/BEV	OTH	Other	
/BEV	RESDW	Residential dwellings	Flats, dwelling houses, etc.
/BEV	RESIN	Residential institutions	Premises providing care e.g. Hospitals, Old peoples', etc.
/BEV	RESINT	Residential Institutional	Hospital, care homes, boarding schools, used as living accommodation for the treatment persons suffering disabilities due to illness, old age etc.
/BEV	RESOTH	Residential other	Hotels, boarding houses, residential college, hall of residence, hostel, etc.
/BEV	SHP	Shop and commercial	Shop and commercial
/BEV/ASR	CIN	Cinema	A building or premises in which films or movies are shown.
/BEV/ASR	CMP	Camping	Leisure activity involving sleeping outside in tents or other temporary shelters.
/BEV/ASR	EDU	Education site	Schools, colleges, universities, etc.
/BEV/ASR	GAM	Game	Activity involving one or more people.
/BEV/ASR	STD	Stadium/sport area	Building where sporting events are held.
/BEV/ASR	SWM	Swimming pool	A structure, often a concrete-lined excavation that is filled with water and used for swimming.

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/BEV/ASR	THE	Theatre	A building, room or outdoor structure used for the presentation of plays, shows, films, or other dramatic performances, etc.
/BEV/IND	APT	Airport	Facilities for the landing, take off, shelter, supply, and repair of aircraft, esp. one used for receiving or discharging passengers and cargo at regularly scheduled times.
/BEV/IND	FRM	Farm	Including barn, thatched building
/BEV/IND	HRB	Harbour	Normally a safe area where boats and ships are moored.
/BEV/IND	MIN	Mine	An excavation made in the earth for the purpose of extracting ores, coal, precious stones, etc.
/BEV/IND	NUK	Nuclear installation	Building housing nuclear installation.
/BEV/IND	QUR	Quarry	Manmade feature in which materials are quarried such as stone, slate, etc.
/BEV/IND	SEP	Sea platform	Platform normally anchored to the sea bed.
/BEV/IND	TRN	Train station	Collection of buildings, platforms and railway track designed to accommodate trains and passengers.
/BEV/IND	WRH	Warehouse	A building, or part of one, used for the storage of goods, merchandise, etc.
/BEV/NRES	XPL	Flammable/explosive storage	Storage facility housing flammable/explosive materials.
/BEV/OFF	GOV	Governmental buildings	Buildings under the direct control of a government.
/BEV/OFF	WRK	Work place/factory	Work environment in which people are employed.
/BEV/OTH	ACC	Access controlled properties	A secure building with restricted access.
/BEV/OTH	BDG	Bridge	Structure spanning a feature such as a river or railway.
/BEV/OTH	SUB	Suburban	Inhabiting, or being in a suburb on the outskirts of a city or town.
/BEV/OTH	TUN	Tunnel	Structure normally going beneath something.
/BEV/OTH	URB	Urban	Built up residential area
/BEV/OTH	VIL	Village	A small community or group of houses in a rural area.
/BEV/SHP	MAL	Commercial mall	Term used to describe large shopping centres.
/PPL	1	Person	A single person.
/PPL	ADU	Adult — above 18 years	This class has been defined for persons who are or seem to be over 18. Note that this age was not defined for legal reasons, but for providing the level of autonomy of the persons.
/PPL	CHD	Child	Child or children
/PPL	CNT	Contaminated	Terms used to describe when something or someone has become contaminated e.g. chemical contamination or where something has been corrupted by contact or association, “contaminated evidence”.
/PPL	CWD	Crowd of People	A group of people acting in concert, and potentially hostile to the responders.
/PPL	DED	Dead	Term used to describe a when a person or animal is deprived of life.

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/PPL	EVC	Evacuee	Term used to describe a person who have been evacuated from a dangerous place.
/PPL	GND	Gender	Gender
/PPL	GRP	Group of People	A group of people who may or may not be acting in concert.
/PPL	HST	Protester	Protester
/PPL	INT	Intoxicated	Affected by a substance that intoxicates, such as drink, drugs, etc.
/PPL	OTH	Other	Including specific jobs such as students, etc.
/PPL	PRS	Prisoner	Prisoner
/PPL	SNS	Cultural or political sensitivity	Cultural or political sensitivity
/PPL	VIO	Violent behaviour	Violent behaviour
/PPL	VLN	Distinctive vulnerability	Capable of or susceptible to being wounded or hurt, as by a weapon or susceptible to emotional injury.
/PPL	WTN	Witness	Person who has actual seen an event or something happen.
/PPL/CHD	BAB	Baby (under 12 months)	Baby (under 12 months)
/PPL/CHD	CHILD	Child: between 3 years and 10 years	A child is approximatively between 3 years and 10 years.
/PPL/CHD	INF	INFANT (between 1 and 3 years)	Less than 3 years (reduced mobility and understanding)
/PPL/CHD	YOUTH	YOUTH includes approximatively from age 13 to ADULT	YOUTH includes approximatively from age 13 to ADULT.
/PPL/GND	FML	Female	Female person
/PPL/GND	MAL	Male	Male person
/PPL/GND	UND	Undetermined	Gender cannot be visibly determined.
/PPL/HST	PCF	Threatening peaceful protester	Protester although peaceful could become threatening.
/PPL/HST	SUI	Person attempting to commit suicide	Person who is or who has actually attempted to commit suicide.
/PPL/HST	THT	Threatening protester without any weapon	Protester acting in a threatening manner without a weapon.
/PPL/HST	WPN	Threatening protester carrying a weapon	Protester acting in a threatening manner with a weapon.
/PPL/PRS	CST	In custody prisoner(s)	Person who has been arrest or is been held in a secure location.
/PPL/PRS	ESC	Escaped prisoner(s)	Prisoner who has escaped from some form of secure environment.

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/PPL/PRS	HGS	High security prisoner(s)	Prisoner who presents a high security risk.
/PPL/SNS	ETH	Ethnicity sensitivity	Ethnicity sensitivity
/PPL/SNS	FOR	Nationality	The status of belonging to a particular nation, whether by birth or naturalization.
/PPL/SNS	LAN	Preferred language	The chosen language.
/PPL/SNS	REL	Religious sensitivity	Religious sensitivity
/PPL/SNS	VIP	VIP	Royalty, head of state
/PPL/VLN	BLD	Blind person	Person who cannot see or is visually impaired.
/PPL/VLN	DEF	Deaf person	Person who cannot hear or who has impaired hearing.
/PPL/VLN	DSB	Disabled persons	People with some form of physical disability.
/PPL/VLN	ELD	Elderly	Term used to describe a person over the age of 65 years.
/PPL/VLN	INJ	Injured person	Injured person
/PPL/VLN	LDF	Person with learning difficulties	Term used to describe people with some form of learning difficulty.
/PPL/VLN	OBS	Obese	Term used to describe a person that is extremely over weight.
/PPL/VLN	PAT	Patient	Including under medication
/PPL/VLN	PGN	Pregnant woman	Term used to describe a woman whom is expecting a baby.
/PPL/VLN	SLFPRS	Self-Presenters	Self-Presenters: Contaminated members of the public who present themselves and hospitals Accident and Emergency (A&E) departments and other health service premises.
/PPL/VLN	UNC	Unconscious person	Person who is unconscious and does not response to stimuli.
/VEH	AIR	Aerial vehicle	Aerial vehicle
/VEH	ANI	Animals	Vehicles pulled or pushed by an animal, such as a horse.
/VEH	BIC	Bicycle	Form of transport normally propelled by pedals.
/VEH	CAR	Vehicle — car	Any single passenger road vehicle for 7 or fewer passengers, used primarily for transport.
/VEH	EMG	Vehicle — emergency	Any emergency service vehicle identified as such, including ambulance, fire engine, prison van...
/VEH	MBK	Vehicle — motorbike	Motor powered two wheel road vehicle or three wheel vehicle without cab.
/VEH	MIL	Vehicle — military	A military road vehicle or vehicles including a vehicle adapted from civilian use, including tank, armoured car, etc.
/VEH	OTH	Other types of vehicles	Other types of vehicles.
/VEH	TRK	Truck	Large vehicle used for transporting bulk goods, materials, or equipment.
/VEH	TRN	Train	A self-propelled, connected group of rolling stock.
/VEH	VES	Vessel	A term used to describe a craft for travelling on water, now usually one larger than an ordinary rowboat. A ship or boat. In this dictionary, does not include airship.

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/VEH/AIR	ARM	Aircraft with a military (armed)	Military aircraft carrying live weapons.
/VEH/AIR	FLBA	Floating balloon	Balloon being propelled by the elements.
/VEH/AIR	FRG	Aircraft with a freight load type	Balloon being propelled by the elements
/VEH/AIR	FXBA	Fixed balloon	A balloon that is secured in position and unable to move.
/VEH/AIR	GLD	Glider	Aircraft without an engine.
/VEH/AIR	HEL	Helicopters	Including sub-categories: ultra-light, light, heavy.
/VEH/AIR	HVY	Heavy aircraft	Term used to describe an aircraft capable of carry heavy loads.
/VEH/AIR	JET	Motive power: jet	Term use to describe a vehicle powder by a jet engine.
/VEH/AIR	LGT	Light aircraft	Small aircraft not normally carrying large numbers of passengers.
/VEH/AIR	MIL	Military aircraft	Military aircraft
/VEH/AIR	ORD	Ordinance	Including rockets, torpedoes, missiles
/VEH/AIR	OTH	Other	Including Spacecraft, experimental
/VEH/AIR	PAS	Aircraft carrying passengers	Aircraft carrying passengers often but not exclusively commercial.
/VEH/AIR	PRBA	Propelled balloon	Balloon with some form of built in engine.
/VEH/AIR	PST	Motive power: piston	Term used to describe a source of mechanical energy generated by a piston.
/VEH/AIR	RKT	Motive power: rocket	Term used to describe a source of mechanical energy generated by a rocket.
/VEH/AIR	SEA	Terrain specific: sea landing	Aircraft capable of landing on water.
/VEH/AIR	SNO	Terrain specific: snow landing	Aircraft capable of landing on snow.
/VEH/AIR	TNK	Tanker aircraft	Specialist aircraft used for carrying fuel.
/VEH/AIR	UAV	UAV	Unmanned aerial vehicle
/VEH/AIR	ULG	Ultra-light aircraft	Extremely light aircraft
/VEH/OTH	HIL	Hill vehicles	Ski lift
/VEH/OTH	SNO	Snow vehicles	Snow mobiles, snow scooters
/VEH/TRK	ART	Articulated truck	Large vehicle with trailer
/VEH/TRK	EXC	Exceptional load	Extremely large load that requires some form of specialist escort.
/VEH/TRK	HZD	Tank truck with hazardous load	Vehicle tankers carrying a hazardous load.
/VEH/TRK	NHZ	Tank truck with non-hazardous load	Vehicle tanker carrying a non-hazardous load.
/VEH/TRK	NUK	Nuclear load	Nuclear load
/VEH/TRK	REF	Refrigerated truck	Vehicle with refrigeration unit to keep cool the goods or materials that it is carrying.
/VEH/TRK	UND	Tank truck with undefined load	Vehicle tanker carrying an undefined load.

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/VEH/TRN	3RL	Motive power: Electricity 3rd rail	Motive power: Electricity 3rd rail
/VEH/TRN	DSL	Motive power: diesel	Motive power: diesel
/VEH/TRN	HZD	Train with hazardous load	Train with hazardous load
/VEH/TRN	LOC	Train size category: locomotive only	Train size category: locomotive only
/VEH/TRN	NHZ	Train with non-hazardous load	Train with non-hazardous load
/VEH/TRN	NUK	Train with Nuclear load	Train with nuclear load
/VEH/TRN	OVH	Motive power: Electricity, overhead	Motive power: Electricity, overhead
/VEH/TRN	PAS	Train with passengers	Train with passengers
/VEH/TRN	REF	Train with refrigerated load	Train with refrigerated load
/VEH/TRN	STM	Motive power: steam	Motive power: steam
/VEH/TRN	TRM	Trams and light railways	Including cable car (San Francisco)
/VEH/TRN	UDG	Train-underground	Passenger train, where the railway is mainly underground
/VEH/TRN	UND	Train with undefined load	Train with undefined load
/VEH/TRN	VIP	Train with VIP	Train with VIP
/VEH/TRN	VLT	Train size category: very long train	Train size category: very long train
/VEH/VES	AMB	Ambulance	Vehicle use to transport casualties.
/VEH/VES	BOT	Vessel category: boat	Ship
/VEH/VES	CNO	Vessel category: canoe or kayak	Long, narrow watercraft propelled by means of paddles, although sails and outboard motors are also used.
/VEH/VES	CRG	Load category: cargo	Term used to describe a vessel that transports freight.
/VEH/VES	DSL	Motive power: diesel	Vessel which uses fuel for its engines.
/VEH/VES	FLO	Floating status	Term used to describe when a vessel is on the water (cf. also other statuses, listing, sinking, sunk).
/VEH/VES	FRY	Vessel category: ferry	Boat used to carry passengers and vehicles.

Table B.11 (continued)

Higher levels	Code	Definition	Additional description
/VEH/VES	HOV	Vessel category: hovercraft	Vehicle that travels on a cushion of air.
/VEH/VES	HZD	Load category: tanker with hazardous load	Tanker carrying hazardous load.
/VEH/VES	JSK	Vessel category: jet-ski	Recreational vehicle used on water.
/VEH/VES	LEI	Usage: leisure	Vessel adapted for a social activity such as sailing, wind surfing, etc.
/VEH/VES	LIS	Listing status	Term used to describe when a vessel is leaning to one side (cf. also the floating, sinking and sunk statuses).
/VEH/VES	MIL	Load category: military	Cargo belonging to the military, vehicles, ammunition, etc.
/VEH/VES	MPW	Motive power: man power	Vessel that is powered by a person.
/VEH/VES	NHZ	Load category: tanker with non-hazardous load	Tanker carrying non-hazardous load.
/VEH/VES	NUK	Motive power: nuclear	Vessel powered by a nuclear reactor.
/VEH/VES	PAS	Load category: Passenger	Vessel carrying passengers.
/VEH/VES	POL	Usage: police	Vessel used by the police.
/VEH/VES	PTL	Motive power: petrol	Vessel powered by petrol.
/VEH/VES	RSC	Usage: rescue	Vessel used for rescue purposes only. Such as a lifeboat.
/VEH/VES	SAI	Motive power: sail	Vessel power by the wind.
/VEH/VES	SBM	Vessel category: submarine	Vessel designed to travel underwater.
/VEH/VES	SINK	Sinking status	Vessel in the process of sinking (cf. also the other statuses: floating, listing, sunk).
/VEH/VES	SPC	Vessel category: special	e.g.: prison ship
/VEH/VES	STE	Motive power: Steam	Vessel power by steam.
/VEH/VES	SUNK	Sunk status	Vessel that has sunk (cf. also the other statuses: floating, listing, sinking).
/VEH/VES	UNM	Vessel category: unmanned	Vessel that is remotely controlled and has no crew.

Table B.12 — EVENT ETYPE CATEGORY

Higher levels	Code	Definition	Additional description
	ASB	Anti-social behaviour	Anti-social behaviour.

Table B.12 (continued)

Higher levels	Code	Definition	Additional description
	ASR	Assistance or rescue for person/animals	Assistance or rescue for person/animals.
	EXP	Explosion	Explosion
	FIR	Fire	Fire
	FLD	Flood	Flood
	GND	Ground Event	Ground Event
	HLT	Health	Health
	POL	Pollution	Pollution
	PSW	Public safety/welfare	Public safety/welfare
	TRP	Transport	Transport
/ASB	ABV	Abandoned vehicle	Vehicle that has been left unattended.
/ASR	ATM	Smoke/un-breathable atmosphere	Atmosphere that requires specialist breathing apparatus to sustain life.
/ASR	HGT	Rescue from a height	Emergency rescue from a height above the normal reach of standard rescue equipment.
/ASR	ICE	Rescue ice	Rescue of casualty from, on or under ice.
/ASR	MAR	Marooned	Person/s in a position or situation where self rescue is impossible.
/ASR	SIL	Rescue silos/sand	Rescue operations within silos
/ASR	TRP	Trapped	Situation whereby a casualty cannot self rescue
/ASR	UDG	Rescue underground	Rescue operations below ground level
/ASR	WAT	Rescue water	Rescue operations from water
/EXP	AER	Aerosols	A gaseous suspension of fine solid or liquid particles, packaged under pressure with a gaseous propellant for release as a spray of fine particles.
/EXP	AMM	Ammunition	Explosives used in weapons such as bullet, shells, etc.
/EXP	BLEVE	Bleve	Boiling liquid expanding vapour explosion
/EXP	CHM	Chemicals	Substance produced by or used in a chemical process
/EXP	CYL	Cylinders	Cylinders containing some form of compressed gas such as Butane
/EXP	DST	Dust	Fine particle of combustible substances visible to the naked eye forming a cloud exceeding the minimum explosion concentrations
/EXP	FRW	Fireworks	A combustible or explosive device for producing a striking display of light or a loud noise, used for signalling or as part of a celebration
/EXP	GAS	Gas explosion	Explosion cause by a build-up of gas
/EXP	HGHFLM	Highly flammable	A generic term used to describe any materials / substance that is highly flammable — Altamente Inflamavel (Portugal)
/EXP	HPP	High pressure products	(Including steam...)
/EXP	IMP	Improvised devices	Molotov, letter bombs, ...

Table B.12 (continued)

Higher levels	Code	Definition	Additional description
/EXP	LPG	LPG	Liquid Petroleum Gas
/EXP	NUK	Nuclear	(including some dirty bombs)
/EXP	PRD	Commercial products	Dynamite, TNT, SEMTEX, ...
/EXP	UKN	Unknown	Term used when the source of something is not known
/FIR	CLA	Fire class A	Organic — paper, wood, etc. Use water.
/FIR	CLB	Fire class B	Flammable liquids/gases. Use dry chemicals or fire blankets.
/FIR	CLC	Fire class C	Energised or electrical equipment or wiring. Use CO ₂ or dry powder.
/FIR	CLD	Fire class D	Metal fires (magnesium, sodium, titanium). Use dry agent, such as sand or a special dry chemical such as Sodium Chloride based dry powder extinguishing agent pressurized with nitrogen.
/FIR	UKN	Fire — unknown	A fire involving an unknown substance
/FLD	FLS	Flood — flash	Flood cause by extreme weather conditions
/FLD	PLN	Flood — plain	Flood caused by water rising over an area
/FLD	TID	Flood — tide	Flood where damage is initially caused by the impact of a wave or water, such as a tsunami
/GND	AVL	Avalanche	Avalanche
/GND	EQK	Earthquake	Earthquake (impact given through SCALE element)
/GND	GEY	Geyser	Term used to describe a natural feature that causes water (often hot) to shoot into the air at regular intervals
/GND	LDS	Landslip	The downward falling or sliding of a mass of soil, detritus, or rock on or from a steep slope
/GND	MUD	Mudslide	A landslide of mud
/GND	SUB	Subsidence	Term used to describe settlement in ground or building
/GND	VUL	Volcanic eruption	Incident resulting from volcanic activity
/HLT	EPI	Epidemic	A rapid spread or increase in the occurrence of something
/HLT	FMN	Famine	Extreme and general scarcity of food, as in a country or a large geographical area
/HLT	NDS	Notifiable disease	e.g. Meningitis
/POL	BIO	Pollution — Biological	The introduction of harmful biological substances or products into the environment
/POL	CHM	Pollution — chemical	The introduction of harmful chemical substances or products into the environment
/POL	NUK	Pollution — nuclear	The introduction of harmful nuclear substances or products into the environment
/POL	RAD	Radioactive pollution	The introduction of harmful radioactive substances or products into the environment
/PSW	ALM	Alarm	Signal indicating a potential incident
/PSW	ASY	Asylum issues	Relating to individuals who seek refuge, esp. political asylum, in a foreign country
/PSW	DEM	Demonstration	Demonstration is authorized by the authorities, protest is not
/PSW	IMM	Illegal immigration	Person/s entering a country without the necessary permissions
/PSW	MEV	Major event	A very large event that causes some form of disruption.

Table B.12 (continued)

Higher levels	Code	Definition	Additional description
/PSW	MIS	Missing person	Person missing from a given location
/PSW	PKG	Suspicious package/object	cf. the NSIR counting rules document
/PSW	PRO	Protest	Demonstration is authorized by the authorities, protest is not
/PSW	PRSUIT	Pursuit	Term used to describe trying to catch up with person or vehicle
/PSW	RIOT	Riot	Demonstration or protest, where the authorities do not have control
/PSW	SUS	Suspicious circumstances	cf. the NSIR counting rules document
/PSW	WNG	Warning	Signal indicating a forthcoming incident
/TRP	BRK	Breakdown	Breaking down, wearing out, or sudden loss of ability to function efficiently, as of a machine
/TRP	COL	Collision	The act of colliding, a coming violently into contact
/TRP	CRS	Crash	Crash is a term used to describe something that has suddenly failed. It can be related to vehicle accidents, aircraft accidents, etc.

Table B.13 — EVENT ETYPE ENV

Higher levels	Code	Definition	Additional description
	CDIS	Civil disorder	Civil disorder
	DIS	Manmade or natural disaster	Natural disasters, as well as some human-caused disasters, lead to human suffering and create needs that the victims cannot alleviate without assistance.
	TER	Terrorism	The threat or use of violence, often against the civilian population, to achieve political or social ends, to intimidate opponents, or to publicize grievances.
/CDIS	RIOT	Riot	Demonstration or protest, where the authorities does not have the control.
/DIS	CBRN	Chemical, biological, radiological, or nuclear incident	Chemical, biological, radiological, or nuclear incident
/DIS	ERTHOK	Earthquake	A series of vibrations induced in the Earth's crust by the abrupt rupture and rebound of rocks in which elastic strain has been slowly accumulating.
/DIS	FIRE	Fire	A state, process, or instance of combustion in which fuel or other material is ignited and combined with oxygen, giving off light, heat, and flame.
/DIS	FLOOD	Flood	The inundation of land by the rise and overflow of a body of water.
/DIS	INDHAZ	Industrial hazard	An emergency situation involving industrial premises which poses a level of threat to life, health, property or environment.
/DIS	LNDSLD	Landslide	The downward falling or sliding of a mass of soil, detritus, or rock on or from a steep slope, similar to an avalanche.
/DIS	PWROUT	Power outage	A power outage (also known as power cut, power failure, power loss, or blackout) is there is a total loss of the electricity supply to an area.

Table B.13 (continued)

Higher levels	Code	Definition	Additional description
/DIS	RADCNT	Radiation contamination	Term used to describe nuclear contamination.
/DIS	SNOW	Snowing conditions	Ice crystals, mainly of intricately branched, hexagonal form and often agglomerated into snowflakes, formed directly from the freezing of the water vapour in the air
/DIS	STCLPS	Structure collapse	Term used to describe a building or structure that has fallen.
/DIS	STORM	Storm	A disturbance of the normal condition of the atmosphere, manifesting itself by winds of unusual force or direction, often accompanied by rain, snow, hail, thunder, and lightning, or flying sand or dust.
/DIS	TRSPRT	Transportation incident	Emergency incident involving some form of transport.
/DIS	TSNAMI	Tsunami	An unusually large sea wave produced by a seaquake or undersea volcanic eruption.

Table B.14 — EVENT ETYPE LOCTYPE

Higher levels	Code	Definition	Additional description
	COAST	Coastal area	The land next to the sea, seashore.
	INW	Inland waterway	A body of water, such as a river, canal or lake. It may be navigable if it is deep and wide enough for a vessel to pass and there are no obstructions.
	NAT	Natural/rural environment	Natural/rural environment
	OSEA	Open sea	Open sea
	OTH	Other	Other
	PRIVAT		the location of the event is a private property, which may mean that the access to the location may require the authorization of the owner
	RAIL	Rail infrastructure	Rail infrastructure
	ROAD	Road infrastructure	Smoothed or paved surface, made for travelling by motor and other vehicles
	UDGN	Underground	Underground location
	URB	Urban area	Urban area location
/COAST	BNK	Beach/bank	Boundary between land and water
/COAST	CLF	Cliff	Either the incident is on the cliff face, or on a narrow strip between the between the cliff and water
/COAST	CSTW	Coastal water	Sea, but possible navigation hazards. Between the open sea and the land.
/COAST	EST	Estuary	Open water, but with navigation hazards dependent on the tide. Tidal waters at the mouth of a river, or Fjord.
/COAST	FEN	Fen	Boat access probably required wetland with open water
/INW	BOG	Marsh	Access difficult wetland with little open water
/INW	CAN	Canal	Navigable waterway, potentially with waterside access. Artificial waterway

Table B.14 (continued)

Higher levels	Code	Definition	Additional description
/INW	ICELK	Iced lake	Lake or pond covered by ice
/INW	LKE	Lake	Lake or pond, including loch and inland sea
/INW	RIV	River	Crossing limited to bridges or by boat. Greater than 5 m.
/NAT	CRP	Crop	Arable farmland
/NAT	GRS	Grassland	Pasture and open grassland, including parkland
/NAT	HFR	High forest	Characterized by dense woodland, with trees typically over 20 m. Vehicular access by road only.
/NAT	HLS	Hillside	Hilly areas with limited road access
/NAT	HMT	High mountain	Mountain above the area accessible by vehicle
/NAT	LMT	Mountain side	Mountainous areas with limited road access
/NAT	SSSI	Sites of scientific interest	Sites designated of special Scientific Interest (SSSI)
/OSEA	OFF	Sea platform	Installation is offshore, including oil and gas platforms, associated accommodation platforms. Also piers.
/OTH	CUT	Cutting	Limited access from the side, may be fire hazard. A road or railway or canal below ground level.
/OTH	ELV	Elevated section	No access from the sides. A road or railway or canal elevated above the normal ground level by a bridge or viaduct.
/OTH	EMB	Embanked section	Limited access from the side, may be fire hazard. A road or railway or canal elevated by embankment.
/OTH	LFR	Woodland	Characterized by open woodland. Little vehicular access off road.
/OTH	SRB	Scrub	Characterized by bushes and occasional trees. Potential limited vehicular access.
/PRIVAT	OWNRSC	Site with own rescue team	Private property belonging to an organization that owns a private rescue team (for example, an industrial site with an internal fire service).
/RAIL	TRK	Railway track	Railway track restricts access from the sides and difficult to drive along. A standard gauge railway track.
/ROAD	1RD	One-way road	Road with single direction of travel, limiting the access direction. A one-way road (not part of a dual carriageway), including slip roads on interchanges.
/ROAD	DCA	Dual carriageway	Dual carriageway, including motorway or autobahn so that the approach shall be from an appropriate direction. A road divided into two, such that crossing sides is not practical.
/ROAD	NOR	Open ground	Area with no road or path, but may be accessible in part to most vehicles. An area which a road vehicle may be able to cross, but without any road or track.
/ROAD	PTH	Path	Footpath. A route unsuitable for road vehicles.
/ROAD	RRD	Restricted road	Road not suitable for all vehicles, e.g. due to low bridge. A road with a notified restriction on traffic movement, such as a height restriction, a weight restriction, etc.
/ROAD	SRD	Side road	Minor road which may restrict access to large vehicles, or traffic flow or prevent vehicles turning. A road which is restricted by its width, or in urban areas, by parked cars, such that traffic in one direction should allow traffic in the other to pass.
/ROAD	TRK	Trackway	Off-road, but a hard surface for vehicles. An unmade-up road which traversable by light vehicles.

Table B.14 (continued)

Higher levels	Code	Definition	Additional description
/UDGN	MIN	Mine	Underground working, possibly disused
/UDGN	TUN	Tunnel	Tunnel. A road, railway or canal in a tunnel.
/UDGN	UND	Underground building	Underground building/commercial/industrial area
/URB	ASR	Assembly area	An assembly or a recreational area
/URB	HOSP	Hospital	Health institution (hospital, elderly house, etc.)
/URB	IND	Industrial area	Industrial area
/URB	MALL	Mall	The location of the event is a commercial centre
/URB	OFF	Office area	Office area
/URB	PRK	Park place	Park place
/URB	RES	Residential area	Residential area (house, residential dwelling, etc.)
/URB	STRT	Street	Public area (street for example)

B.2.3 MISSION sub-section

Table B.15 — MISSION TYPE

Higher levels	Code	Definition	Additional description
	C2	Command and Control	Command and Control
	CBRN	Activities related to chemical, bacteriological, radioactive and nuclear substances	Activities related to chemical, bacteriological, radioactive and nuclear substances.
	FF	Fire Fighting missions	Fire Fighting missions
	FSTT	Fire Services Technical Intervention	Fire Services Technical Intervention
	GEN	Generic activities	Generic activities
	INT	Intelligence	Intelligence
	MAC	Multi-agency Cooperation	Multi-agency Cooperation
	MIL	Military activities	Military activities
	NET	Network and telecommunication	Network and telecommunication activities
	OPR	Use Operational Resources	Use Operational Resources
	POL	Police activities	Police activities
	REC	Reconstruction/rehabilitation	Reconstruction/rehabilitation activities
	RSC	Rescue	Rescue activities
	SAV	Save and Rescue Endangered Life	Save and Rescue Endangered Life

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
	SCS	Support Community Safety	Support Community Safety
	SOC	Social and media/communication	Social and media/communication activities
/C2	DEBRIF	Debriefing	A review of the response to an incident by all of the agencies involved can be referred to as a hot debrief taking place on the incident ground before resources have left the scene.
/C2	DNRSKA	Dynamic Risk Assessment	As assessment of the level of risk at different stages of an emergency incident.
/C2	INASSM	Initial Assessment	Part of the 'dynamic' risk assessment process carried out by the OIC of the first attendance.
/C2	OIC	Operational Incident Command	Safe system of work used to manage an emergency incident.
/C2	POA	Post Incident Actions	Activities following an incident such as the investigation.
/C2	THRTAS	Threat Assessment	A component of the risk assessment process which identifies threats that are assessed for future action.
/CBRN	CBRNCH	CBRN, chemical decontamination	The capability to make any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical agents.
/CBRN	CBRNDC	CBRN, decontamination	The capability to make any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it.
/CBRN	NTRCH	Neutralize, chemical	Making safe or non-toxic an object contaminated with a chemical agent.
/CBRN	NUCWS	Nuclear waste disposal	Removing nuclear polluted substances to a designated storage area.
/FF	IN	Industrial firefighting	Firefighting within industrial premises.
/FF	OA	Open area firefighting	Fire fighting in open area.
/FF	SALVAG	Salvage	Operations designed to protect building and property from the impact of fire and flood.
/FF	STR	Structural firefighting	Fire fighting in structure and buildings.
/FF	TRP	Transport firefighting	Firefighting involving transport.
/FSTT	DI	Disaster intervention	Responding to disasters and providing emergency services.
/FSTT	RRHAZ	Control and/or reduce risks in haz-mats incidents	Dealing with hazardous materials at incidents.
/FSTT	TA	Technical assistance to community or to other public services	Providing technical assistance within an emergency situation.

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/GEN	AIRLAU	Aircraft launch activity	The occurrence of one or more aircraft taking off.
/GEN	ASSMBL	Assembling	Joining together of multiple objects in the same area.
/GEN	CRWDCT	Crowd Control	Restriction of movement of a large group of people.
/GEN	DEMO	Demolition	The destruction of structures, facilities, or materiel by use of fire, water, explosives, mechanical, or other means.
/GEN	DEPLOY	Deployment	The deployment of resources to an incident. Also known as Mobilization.
/GEN	DSTRBT	Distributing	Dividing or dispensing in portions.
/GEN	FINANC	Finance	The capability to provide financial advice and guidance, support for the procurement process, providing pay and disbursing support.
/GEN	MARKNG	Marking	Making visible (by the use of light/IR/laser/art) an object in order to allow its identification by another object
/GEN	MOVE	Move	Changing position from one location to another.
/GEN	RECVRN	Recovering	Retrieving any lost, incapacitated or captured object.
/GEN	RECVRY	Recovery	The capability to contact, protect and extract personnel, small groups or units, or materiel.
/GEN	REDPLN	Redeployment	Transferring a unit, an individual, or supplies deployed in one area to another area, or to another location within the area, for the purpose of further employment.
/GEN	REORGN	Reorganising	Changing a task organization for a particular operation (normally takes place before an operation). This includes the transfer of authority.
/GEN	REPAIR	Repairing	Restoring an item to serviceable condition through correction of a specific failure or unserviceable condition.
/GEN	RESPLN	Resupplying	Replenishing stocks in order to maintain the required levels of supply.
/GEN	RESTNG	Resting	Observing a specified period of inactivity by an organization that is out of contact with the enemy.
/GEN	RETIRE	Retire	Moving a force out of contact with the expectation of no further significant contact.
/GEN	RLFPLC	Relief in place	An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.
/GEN	RNDZVS	Rendezvous	Achieving a pre-arranged meeting at a given time and place.
/GEN	SCNMNG	Scene Management	The control of the emergency incident ground.
/GEN	SECRNG	Securing	Gaining possession of a position or terrain feature, with or without force, and making such disposition to prevent, as far as possible, its destruction or loss.
/GEN	STNGUP	Setting up	Establishing a FACILITY, ORGANIZATION or FEATURE.
/GEN	SUPRTN	Supporting	Aiding, protecting, complementing or sustaining an object.
/GEN	TRNSPN	Transporting	Moving assets to a specified objective by sea, land or air.

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/INT	BIOSMP	Biological sampling	The action of detecting a biological contaminant.
/INT	CHMSMP	Chemical sampling	The action of detecting a chemical contaminant.
/INT	IDENT	Identifying	Determining the identification of a particular class of object, recognizing the friendly or enemy character of an object, or detecting the presence of an object.
/INT	ILLUMN	Illumination	Providing lighting by employing searchlight or pyrotechnic illuminants using diffusion or reflection.
/INT	LOCTNG	Locating	Establishing the position of an object.
/INT	NUCSMP	Nuclear sampling	The action of detecting a radiological contaminant.
/INT	OBSRNG	Observing	Providing continuous view and the potential for reports on the activity of an object.
/INT	PLUMOD	Plume Modelling	Computer-based projection of the affected area after an incident of pollution or contamination used to predict which areas may need to be evacuated.
/INT	PTRLNG	Patrolling	Gathering information or carrying out a destructive, harassing, mopping-up, or security mission.
/INT	RECCE	Reconnaissance	Conducting a mission to obtain by visual operations or other detection methods information about the status of a given event, or to secure data concerning the meteorological, hydrographic or geographic characteristics of a particular area.
/INT	SRVMET	Surveillance, meteorological	The capability to perform systematic observation of meteorological conditions.
/INT	SRVSEN	Surveillance, sensor	The capability to manage, operate and maintain sensor surveillance assets.
/INT	WITNSN	Witnessing	Observing an activity that may result in the need to provide evidence.
/MAC	AII	Assist Incident Investigation	Specially trained personnel providing assistance within incident investigations
/MAC	COL	Coordination with Other Agencies	Liaison and co-operation between different agencies
/MIL	BCESC	Border crossing, escorted	A border crossing that is conducted under escort.
/MIL	BLOCKN	Blocking	Denying of enemy access to an area or preventing his advance in a direction or along an avenue of approach.
/MIL	BOMBNG	Bombing	Attacking, damaging or destroying through the use of bombs.
/MIL	CAPTUR	Capture	Taking possession of an object, normally by force, it frequently involves movement as a preliminary phase.
/MIL	CTRATK	Counter attack	Mounting an offensive operation in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, cutting off or destroying lead enemy units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking.
/MIL	DEFEND	Defending	Protecting a defined object against an enemy attack.
/MIL	DISENG	Disengaging	Breaking off an action.

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/MIL	DIVRSN	Diversion	Drawing the attention and forces of an enemy from the point of the principal operation, an attack, alarm, or feint that diverts attention.
/MIL	DLBATA	Attack	Conducting an offensive operation characterized by pre-planned coordinated employment of firepower and manoeuvre to close with and destroy or capture the enemy.
/MIL	DSRPTN	Disrupting	Breaking apart an enemy formation and tempo, interrupting the enemy time table, causing premature commitment of forces, and/or splintering their attack using integrated fire planning and obstacle effect.
/MIL	ENVLPN	Enveloping	Manoeuvring by the main attacking force to pass around or over the enemy principal defensive positions with the aim of securing objectives to the enemy rear.
/MIL	FIX	Fix	Preventing the enemy from moving any part of his force from a specific location for a specific period of time.
/MIL	HARASS	Harassing	Conducting an operation or executing a fire plan designed to curtail movement and, by threat of losses, to lower the morale of enemy troops.
/MIL	HIDE	Hide	Occupying an area in which an object conceals itself before operations or before moving into battle positions.
/MIL	HLDDF	Hold, defensive	Maintaining or retaining possession by force a position or area in defensive operations.
/MIL	HLDOFF	Hold, offensive	Exerting sufficient pressure by means of combat power in an attack to prevent the movement or redeployment of enemy forces.
/MIL	INFLT	Infiltration	Moving a force, broken down as individuals or small groups, over, through or around enemy positions with the aim of avoiding detection.
/MIL	INTCPN	Interception	Conducting electronic warfare support operations with a view to searching, locating and recording radiated electromagnetic energy.
/MIL	INTDCT	Interdiction	Diverting, disrupting, delaying, or destroying enemy surface military potential before it can be used effectively against friendly forces.
/MIL	MASFOR	Massing of forces	The concentration of large quantities of military equipment and personnel.
/MIL	MIL	Military specific missions	Kept for compatibility with military domain
/MIL	WPNFIR	Weapon firing	The firing of weapons.
/NET	COMDEA	Communications deactivation	The disabling of transmission of information.
/NET	DATTRF	Data transfer	A service for the electronic transfer of data.
/NET	NETJAM	Network jamming	The deliberate radiation, re-radiation, or reflection of electromagnetic energy with the object of impairing the use of electronic devices, equipment, or systems being used by the enemy.
/NET	NETSEI	Network seizure	Taking electronic control of a communications network.
/NET	SGNC	Signal, node centre	The capability in signal services to manage, operate and control a communications node centre.
/NET	SGNLE	Signal, node, large extension	The capability in signal services to manage, operate and control a communications large extension node.

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/NET	SGNSE	Signal, node, small extension	The capability in signal services to manage, operate and control a communications small extension node.
/NET	SGRDRL	Signal, radio relay	The capability in signal services to manage, operate and control a communications radio relay.
/NET	SGRDTA	Signal, radio tactical satellite	The capability in signal services to manage, operate and control a tactical satellite terminal.
/NET	SGRDTE	Signal, radio teletype	The capability in signal services to manage, operate and control a radio teletype communications.
/NET	SGSPT	Signal, support	The capability to provide personnel and equipment from other forces for the establishment of a special or supplementary communications system.
/NET	SIGRAD	Signal, radio	The capability in signal services to manage, operate and control a radio communications.
/NET	VIDSVC	Video service	A service for electronic transfer of video information.
/NET	VOCSVC	Voice service	A service for electronic transfer of voice information.
/OPR	LOG	Logistic activities — Sub-domains: maintenance, support, etc. (to be completed)	Providing logistic support for emergency incidents, personnel, equipment, vehicles, etc.
/POL	CANLSE	Canalise	Restricting operations to a narrow zone by use of existing or reinforcing obstacles or by fire or bombing.
/POL	CIVLWE	Civilian law enforcement	The capability to conduct civilian law enforcement operations.
/POL	CNFSTN	Confiscation	The seizure of property under public authority.
/POL	CNRDSV	Conducting road service	Enabling the movement of a number of specific units.
/POL	CNSLDT	Consolidating of a position	Re-organizing and strengthening of a newly captured position so that it can be used against the enemy.
/POL	CRDCNT	Crowd control	Restriction of movement of a large group of people
/POL	DENYNG	Denying	Preventing access by blocking, disrupting, dislocating and/or bringing fire to bear.
/POL	DEPLOY	Deploying	Moving to and adopting a tactical formation or dispersal at a specific location.
/POL	DMNSTR	Demonstration	Conducting an offensive operation that is either an attack or a show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar to a feint with the exception that no contact with the enemy is sought.
/POL	ESCRTN	Escorting	Accompanying and protecting another force or convoy.
/POL	EVAC	Evacuation	Term to describe the clearing of an area or building(s) due to a dangerous situation.
/POL	EVACTN	Evacuating	Clearing or removing materiel and personnel from a given locality.
/POL	GUARDN	Guarding	Operating as a security element to protect the main body by fighting to gain time while also observing and reporting information.
/POL	INTMDN	Intimidation	Act to frighten or overawe.
/POL	MAINTN	Maintaining	Providing services to keep equipment in condition to carry out its function.

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/POL	NTRCOM	Neutralize, combat	Rendering ineffective or unusable in military operations.
/POL	NTREXP	Neutralize, explosive	Rendering bombs, mines, missiles, and booby traps into a safe state.
/POL	SCNMNG	Scene Management	The control of the emergency incident ground.
/POL	SCNPRS	Scene Preservation	Protection of a scene to protect evidence
/POL	SHELTR	Sheltering	Term to indicate that people within a given area or zone should remain within their property, close all doors and windows and tune into local radio station for further information. Known also as — Confinement (Portugal) Used in Portugal to indicate the affected area where people need to go in, stay in, tune in.
/POL	SUSHOS	Suspension of hostilities	The cessation of war activities.
/POL	WITDRL	Withdrawal	Disengaging a force in contact from an enemy force.
/REC	CLROBS	Clearing (obstacle)	Eliminating or neutralizing an obstacle.
/REC	COMACT	Communications activation	The enabling of transmission of information.
/REC	COMRES	Communications restoration	The reestablishment of the ability to communicate.
/REC	CONSTN	Constructing	Building, erecting or creating an object.
/REC	ENGCN	Engineer, construction	The capability to build various facilities in direct support of military operations.
/REC	ENGCNN	Engineer, construction naval	The capability to build various facilities in direct support of naval operations.
/REC	PROCUR	Procuring	Buying whatever is needed to fulfil a certain action.
/REC	PRVACC	Providing accommodation	Providing room for receiving people, esp. a place to live or lodgings.
/REC	PRVAGR	Providing agricultural support	Providing advice or supplies for cultivating the soil and rearing animals.
/REC	PRVBDD	Providing bedding	Providing (1) sleeping accommodation or (2) mattress and bedclothes.
/REC	PRVCMP	Providing camps	Providing temporary accommodation of various kinds, usually consisting of huts or tents, for detainees, homeless persons, and other emergency use.
/REC	PRVCNS	Providing construction services	Providing labour and material for construction of facilities.
/REC	PRVDCN	Providing decontamination services	Providing purification of different items from contamination.
/REC	PRVEDU	Providing education services	Providing labour and material for the educational process.

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/REC	PRVHLT	Providing healthcare services	Providing labour and material for maintaining the general health and welfare.
/REC	PRVHSN	Providing host nation support	Providing civil and/or military assistance rendered by a nation to foreign forces within its territory during peacetime, crises or emergencies, or war based on agreements mutually concluded between nations.
/REC	PRVINP	Providing infrastructure	Providing basic facilities such as roads, bridges, and sewers.
/REC	PRVLND	Providing laundry services	Providing labour and material for laundering of clothes or linens.
/REC	PRVRPR	Providing repair services	Providing labour and materiel to restore objects to sound condition.
/REC	PRVSCY	Providing security services	Providing labour and materiel to ensure safety of personnel and facilities.
/REC	PRVSHL	Providing shelter	Providing housing.
/REC	PRVSTG	Providing storage services	Providing services for storage.
/REC	PRVTRS	Providing transshipment services	Providing movement of cargo from one ship or train or container to another for further shipment.
/REC	PSO	Peace support	The capability to conduct multi-functional operations involving military forces and diplomatic and humanitarian agencies. The operations are designed to achieve humanitarian goals or a long term peace settlement.
/REC	SPLLDDB	Supply, laundry/bath	The capability to provide laundry and/or bath services.
/REC	SPLWAT	Supply (water)	The capability to provide drinking water.
/REC	UTILTY	Utility	The capability to provide utilities (water, gas, electric, et al.).
/REC	WATER	Water purification	The capability to provide clean potable drinking/bathing water.
/RSC	COVERN	Covering	Operating as a force apart from the main body to protect the main body by fighting to gain time while also observing and reporting information and preventing enemy ground observation of a direct fire against the main body.
/RSC	FRFGTN	Fire fighting	The activity of extinguishing fires.
/RSC	MEDEVC	Medical evacuation	The process of moving any person who is wounded, injured or ill to/between medical treatment facilities.
/RSC	SAR	Search and rescue	The capability to use aircraft, surface craft, submarines, specialized rescue teams, and equipment to search for and rescue personnel in distress on land or sea.
/SAV	AR	Ambulance Rescue	Rescue performance by ambulance service personnel.
/SAV	ASC	Assist and support casualties	Care given to casualties such as first aid

Table B.15 (continued)

Higher levels	Code	Definition	Additional description
/SAV	RHD	Rescue from heights and depth	Specialist rescue units utilizing bespoke equipment
/SAV	RTA	Rescue in Road Traffic Accidents	Emergency rescue operations involving casualties within vehicle accidents.
/SAV	SARCSL	Search and rescue from collapsed structures and landslides	Search and rescue operations within collapsed structures and landslides
/SAV	SARHHA	Search and rescue in heat and hazardous atmospheres	Emergency search and rescue procedures.
/SAV	SRW	Search and rescue from water	Emergency search and rescue operations involving water
/SAV	USAR	USAR	Urban Search and Rescue
/SAV	UW	Under water rescue	Rescues involving the use of specialist teams and equipment such as divers
/SCS	EDU	Fire prevention and education to public on fire safety	Structure system of providing fire prevention and education to the public
/SOC	CNDCNF	Conducting conference	Conducting a meeting for discussion, esp. a regular one held by an association or organization.
/SOC	CNDMED	Conducting media interview	Conducting a conversation between a reporter etc. and a person of public interest, used as a basis of a broadcast or publication.
/SOC	CNDRCR	Conducting recreational activities	Conducting a refreshing or entertaining activity.
/SOC	CNDSCL	Conducting social events	Conducting any social gathering, esp. one organized by a club or congregation.
/SOC	CNDSPT	Conducting sporting events	Conducting any game or competitive activity, especially an outdoor one involving physical exertion, e.g. cricket, football, racing, hunting.
/SOC	ISSMDA	Issuing media article	Sending forth, publishing, or putting into circulation a non-fictional essay, especially one included with others in a newspaper, magazine, or journal.
/SOC	ISSMDD	Issuing media documentary	Sending forth, publishing, or putting into circulation any document published on a media that provides a factual record or report.
/SOC	ISSPRS	Issuing press release	Sending forth, publishing, or putting into circulation an official statement issued to media for information.
/SOC	MN	Ceremony or parade	The formal gathering of a group of people in order to carry out an act or series of acts prescribed by ritual protocol or convention.
/SOC	PUBMDA	Publishing media article	Making generally known a non-fictional essay, esp. one included with others in a newspaper, magazine, journal, etc.
/SOC	PUBMDD	Publishing media documentary	Making generally known any document published on a media that provides a factual record or report.
/SOC	PUBPRS	Publishing press release	Making generally known an official statement issued to media for information.

B.2.4 RESOURCE sub-section

Table B.16 — RESOURCE RGEO TYPE

Code	Definition	Additional description
ASP	Assembly point	This element allows a rendezvous location to be defined for resources allocated to a mission.
CUR	Current position	This element provides the capability to describe the real-time position of a resource.
INC	Incident	This element describes the point where a resource shall be placed during the operations, close to the incident area.
STG	Staging point	This element describes the position where resources are grouped (outside the hot zone), ready to support the operations.
TGT	Target location	This element describes the location where a resource shall go, such as the hospital where an ambulance shall deposit its passengers.

Table B.17 — RESOURCE RTYPE CAPABILITY

Code	Definition	Additional description
AER15M	Aerial appliance up to 15 m	Aerial appliance or ladder with a useful height up to 15 m (or 50 feet)
AER25M	Aerial appliance up to 25 m	Aerial appliance or ladder with a useful height between 15 m (50 feet) and 25 m (80 feet)
AER35M	Aerial appliance up to 35 m	Aerial appliance or ladder with a useful height between 25 m (80 feet) and 35 m (115 feet)
AER50M	Aerial appliance up to 50 m	Aerial appliance or ladder with a useful height between 35 m (115 feet) and 50 m (160 feet)
AERM50	Aerial appliance of more than 50 m	Aerial appliance or ladder with a useful height of more than 50 m (160 feet)
AIRBMB	Bambi bucket for aircraft	This capability indicates that the aircraft (helicopter) carries a bambi bucket for carrying water.
AIRTNK	Aircraft with a tank	This capability indicates that the aircraft carries a tank (for water).
AIRWNC	Winch for rescue	This capability indicates that a helicopter is equipped with a winch for rescuing people.
ATV	All-terrain vehicle	This capability applies for a vehicle or a trailer. It indicates that the vehicle is intended to be used on roads with some (limited) capabilities off-road (on trails for example).
CRW10	This vehicle usually carries 10 persons or more, including the driver.	This vehicle usually carries 10 persons or more, including the driver.
CRW3	This vehicle usually carries 2 or 3 persons, including the driver.	This vehicle usually carries 2 or 3 persons, including the driver.
CRW6	This vehicle usually carries 2 to 6 persons, including the driver.	This vehicle usually carries 2 to 6 persons, including the driver.
CRW9	This vehicle usually carries 7 to 9 persons, including the driver.	This vehicle usually carries 7 to 9 persons, including the driver.

Table B.17 (continued)

Code	Definition	Additional description
EXTCAP	Extinguishing capability	It describes the type and volume of firefighting materials, expressed with 4 figures: 1st figure = number of litres of water. 2nd figure = number of litres of foam concentrate. After this figure, up to 4 characters may indicate the type of the foam (default value TBD). 3rd figure = number of kilograms of powder. After this figure, up to 4 characters may indicate the type of the powder (default value TBD). 4th figure = number of kilograms of CO ₂ Example: for a trucks which carries 3 000 l of ARF foam concentrate and 50 kg of CO ₂ , the string will be: EXTCAP/0/3000ARF/0/50.
OFFROAD	Off road	This capability applies for a vehicle or a trailer. It indicates that the vehicle is intended to be used off roads (including difficult terrain with slopes and holes).
ONROAD	On Road	This capability applies for a vehicle or a trailer. It indicates that the vehicle is intended to be used only on roads (not off-road).

Table B.18 — RESOURCE RTYPE CHARACTERISTICS

Code	Definition	Additional description
HGT	Height of the resource in centimetres	Provides the height in centimetres of the resource. It shall be formatted as follows: HGTxxxx, where xxxx is the height of the resource (there are as many digits as needed).
LGT	Length of the resource in centimetres	Provides the length in centimetres of the resource. It shall be formatted as follows: LGTxxxx, where xxxx is the length of the resource (there are as many digits as needed).
WDT	Provides the width in centimetres of the resource	Provides the width in centimetres of the resource. It shall be formatted as follows: WDTxxxx, where xxxx is the width of the resource (there are as many digits as needed)
WGT	Weight of the resource	Provides the weight in kilograms of the resource. It shall be formatted as follows: WGTxxxx, where xxxx is the weight of the resource (there are as many digits as needed).

Table B.19 — RESOURCE RTYPE CLASS

Higher levels	Code	Definition	Additional description
	FAC	Facility	A term to something designed, built, installed, etc., to serve a specific function affording a convenience or service.
	HUM	Human resource	A source of support or aid, especially, one that can be readily drawn upon when needed.
	MAT	Materiel	A substance or substances of which a thing is made or composed to be provided to give support and assistance at an emergency.
	ORG	Organization	Organization which provides support or assistance at an emergency.
/FAC	BRIDGE	Bridge	A structure spanning and providing passage over a river, chasm, road, or the like.
/FAC	BUILDN	Building	A permanent or temporary structure providing an enclosed construction over a plot of land, having a roof and usually windows and often more than one level, used for any of a wide variety of activities, as living, entertaining, or manufacturing.
/FAC	DEPOT	Depot	A place in which supplies and materials are stored for distribution.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC	NETWK	Network	Network
/FAC	OPR	Operational facility	Operational facility
/FAC	OTH	Other type of facility	Other type of facility
/FAC	WATFIR	Water and foam supplies	Water and foam supplies
/FAC/BRIDGE	MILVHL	Military, vehicle launched	A bridge that is carried on a vehicle and is deployed from the vehicle for immediate use.
/FAC/BUILDN	BARRCK	Barracks	A building or group of buildings used to house people.
/FAC/BUILDN	BUNKER	Bunker	A fortified chamber.
/FAC/BUILDN	COB	Communications building	A building in which communications signals are processed or controlled.
/FAC/BUILDN	CTT	Control tower	A tower-like structure that houses the persons and equipment used to control the flow of air, rail, or marine traffic.
/FAC/BUILDN	DAM	Dam/weir	A permanent barrier across a watercourse used to impound water or to control its flow.
/FAC/BUILDN	GYMNAS	Gymnasium	Building used for sporting activities.
/FAC/BUILDN	HANGAR	Hangar	A covered space, shed or shelter.
/FAC/BUILDN	HOUSE	House	A household used as a dwelling for one or more people.
/FAC/BUILDN	HUT	Hut	A small simple or crude house or shelter.
/FAC/BUILDN	INDINS	Industrial installation	A facility containing factories and/or productive installations.
/FAC/BUILDN	OFFICE	Office	A place in which business, professional or clerical activities are conducted.
/FAC/BUILDN	SCHOOL	School	An institution where instruction is given — Educational building.
/FAC/BUILDN	SHD	Shed	A storage facility usually characterized by one or more open sides, support pillars and a roof.
/FAC/BUILDN	SHLSUR	Shelter, surface	A fortified structure built on the surface, used to house personnel and/or equipment.
/FAC/BUILDN	SHLUND	Shelter, underground	A fortified structure built underground, used to house personnel and/or equipment.
/FAC/BUILDN	SHOP	Shop	A small retail store or a speciality department in a large store.
/FAC/BUILDN	TOW	Tower (non-communications)	A relatively tall structure.
/FAC/BUILDN	TUN	Tunnel	An underground or underwater passage, open at both ends.
/FAC/BUILDN	WALL	Wall	A continuous, vertical structure.
/FAC/BUILDN	WTW	Water tower	An elevated container and its supporting structure used to hold water.
/FAC/DEPOT	BIO	Depot, biological	An area used for the storage of biological agents.
/FAC/DEPOT	CBRN	Depot, CBRN	An area used for the storage of nuclear, biological or chemical agents.
/FAC/DEPOT	CHM	Depot, chemicals	An area used for the storage of chemicals.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC/DEPOT	ENG	Depot, engineer	An area used for the storage of engineer equipment.
/FAC/DEPOT	MED	Depot, medical	An area used for the storage of medical supplies.
/FAC/DEPOT	MUN	Depot, munitions	An area used for the storage of ammunition.
/FAC/DEPOT	POL	Depot, POL	An area used for the storage of petroleum, oil and/or lubricants.
/FAC/NETWK	ADSL	ADSL	Asynchronous Digital Subscriber Line: a fast rate data connection network.
/FAC/NETWK	ATM	Asynchronous Transfer Mode communication network	Asynchronous Transfer Mode (ATM) is a cell relay, packet switching network and data link layer protocol which encodes data traffic into small (53 bytes, 48 bytes of data and 5 bytes of header information) fixed-sized cells
/FAC/NETWK	CTZALT	Alert to Citizens	Alert or warning to citizens often by radio broadcast
/FAC/NETWK	EMGNWK	Emergency Communications Network	A private telephone network provides robust communication system between responding agencies.
/FAC/NETWK	GPRS	GPRS	2nd generation of the public mobile telephone network (can be used for voice and/or data transmission)
/FAC/NETWK	GSM	Public/commercial GSM	1st generation of the public mobile telephone network (can be used for voice and/or data transmission)
/FAC/NETWK	INTRAN	Intranet	Self-defined
/FAC/NETWK	INTRNT	Internet	Self-defined
/FAC/NETWK	ISDN	Integrated Services Digital Network (ISDN)	Integrated Services Digital Network (ISDN) is a circuit-switched telephone network system, designed to allow digital transmission of voice and data over ordinary telephone copper wires
/FAC/NETWK	LAN	Local area network	Self-defined
/FAC/NETWK	PAMR	PAMR	Private analogue mobile radio network: used by private organization and rescue/security agencies
/FAC/NETWK	PDMR	PDMR	Private digital mobile radio network: used by private organization and rescue/security agencies
/FAC/NETWK	PGSM	Private GSM network	Mobile telephone network of the 1st generation installed for a private usage (can be used for voice and/or data transmission)
/FAC/NETWK	PSTN	PSTN	Public switched telephone network (can be used for voice and/or data transmission)
/FAC/NETWK	RADEHF	Extra high frequency	Radio network with a frequency of 30 gigahertz to 300 gigahertz. (EHF)
/FAC/NETWK	RADHF	High frequency	Radio network with a frequency of 3 megahertz to 30 megahertz. (HF)
/FAC/NETWK	RADIO	Radio	Public radio broadcast network
/FAC/NETWK	RADLF	Low frequency	Radio network with a frequency of 30 kilohertz to 300 kilohertz. (LF)
/FAC/NETWK	RADMF	Medium frequency	Radio network with a frequency of 300 kilohertz to 3 000 kilohertz. (MF)
/FAC/NETWK	RADSHF	Super high frequency	Radio network with a frequency of 3 gigahertz to 30 gigahertz. (SHF)

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC/NETWK	RADUHF	Ultra high frequency	Radio network with a frequency of 300 megahertz to 3 000 megahertz. (UHF)
/FAC/NETWK	RADVHF	Very high frequency	Radio network with a frequency of 30 megahertz to 300 megahertz. (VHF)
/FAC/NETWK	RADVLF	Very low frequency	Radio network with a frequency of 3 kilohertz to 30 kilohertz. (VLF)
/FAC/NETWK	RAYNET	Radio Amateurs Emergency Network	Radio Amateurs Emergency Network
/FAC/NETWK	RELAY	Relay facility	An installation organized, equipped, and located for the purpose of extending the coverage of electronic communications and detection.
/FAC/NETWK	SDSL	SDSL	Synchronous Digital Subscriber Line: a fast rate data connection network
/FAC/NETWK	TV	Television	Television network
/FAC/NETWK	UMTS	UMTS	3rd generation of the public mobile telephone network (can be used for voice and/or data transmission)
/FAC/NETWK	VDSL	VDSL	Very High Rate DSL: the next generation of fast data transmission
/FAC/NETWK	WAN	Wide area network	Self-defined
/FAC/NETWK	WIMAX	WiMax	Worldwide Interoperability for Microwave Access, Inc. (group promoting IEEE 802.16 wireless broadband standard)
/FAC/NETWK	WLAN	Wireless local area network	Self-defined
/FAC/OPR	AMBFAC	Ambulance facility	The facility where ambulance vehicles are located.
/FAC/OPR	BDHOLD	Body Holding Area	An area close to the scene of an emergency where the dead can be held temporarily before being transferred to the emergency mortuary or mortuary.
/FAC/OPR	CAMP	Camp	An accommodation based upon a number of tents or huts.
/FAC/OPR	CASBUR	Casualty Bureau	Central contact and information point for all records and data relating to casualties. (From the Major Incident Procedure Manual 7th Edition, published in 2007 by the London Emergency Services Liaison Panel (LESLP).) Also referred to as crisis centre CENTRO DE APOIO POPLIACOS SINISTRZDA (Portugal). or Crisis Office Gabinete crise (Portugal)
/FAC/OPR	CASCLR	Casualty Clearing Centre	An area set up at a major incident by the ambulance service to triage and treat casualties and direct their evacuation.
/FAC/OPR	CASCOL	Casualty collection point	A specific location where casualties are assembled to be transported to a medical treatment facility. Also referred to as Ambulance Loading Point.
/FAC/OPR	CP	Command post	A unit or subunit headquarters where the commander and the staff perform their activities.
/FAC/OPR	CSCLPT	Casualty collection point	A specific location where casualties are assembled to be transported to a medical treatment facility.
/FAC/OPR	CVCLPT	Civilian collection point	A specific location where civilians are assembled.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC/OPR	DEBRDP	Debris Dump	Term used to describe an area where debris from the incident would be dumped on the incident ground.
/FAC/OPR	DECONP	Decontamination facility	A place where personnel and/or material can be cleaned after (potential) contamination of radioactive, biological, or chemical material.
/FAC/OPR	DISBED	Learning disabilities beds	Provision of accommodation for persons with learning disabilities.
/FAC/OPR	DOCFAC	Medical house	The facility which receives ordinary patient during business hours.
/FAC/OPR	EMMORT	Emergency Mortuary	Temporary structures or conversion of existing structures whose function is to provide an area where post-mortem and identification examinations of victims can take place and where necessary provide body holding capability prior to bodies being removed from the incident ground.
/FAC/OPR	EQPOOL	Equipment Pool	Term used to describe an area to hold reserve equipment on the incident ground.
/FAC/OPR	EVASSP	Evacuee Assembly Point	An area set up at an incident located near the scene where evacuees can initially be directed for assembly before being transported to rest centres.
/FAC/OPR	FACAIR	Military base/facility, airport/airbase	A facility that is used as a military base prepared for the accommodation, landing and takeoff of aircraft.
/FAC/OPR	FACMIL	Military base/facility	A facility that is used as a military base.
/FAC/OPR	FACNAV	Military base/facility, seaport/naval base	A facility that is used as a naval base and where ships may receive or discharge their cargoes.
/FAC/OPR	FAMFRD	Family and Friends Reception Centre	Secure area established by the police — set aside for use and interviewing of family and friends arriving at the scene of the incident.
/FAC/OPR	FIREAC	Fire service facility	Self-describing
/FAC/OPR	FSAAMM	Field storage area-ammunition	A group of field storage sites containing ammunition and explosives.
/FAC/OPR	GERBED	Geriatric beds	A term to describe sleeping accommodation for old persons.
/FAC/OPR	HOLD	Holding Area	Term used to describe a safe area close to the scene of operations used to hold a reserve of resources prior to being tasked with work
/FAC/OPR	HPD	Helicopter landing pad	An improved area used for takeoff, and landing, by helicopters and other vertical takeoff and landing aircraft.
/FAC/OPR	HPT	Heliport	A place designated for the landing and takeoff of helicopters, including its buildings and facilities.
/FAC/OPR	HSP	Medical facility, hospital	A fixed medical treatment facility capable of providing inpatient care.
/FAC/OPR	HSPFLD	Medical facility/field hospital	A temporary structure erected on or near the incident ground to provide medical treatment
/FAC/OPR	HSPFLD	Medical facility, hospital field	A movable medical treatment facility capable of providing inpatient care.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC/OPR	IRM	Imaging, Radio-diagnostics	Radiology facility for medical resources
/FAC/OPR	MARSHAL	Marshalling area	A location in the vicinity of the event site where arriving unit, personnel, equipment, materiel, and accompanying supplies are reassembled, returned to the control of the commander, and prepared for onward movement.
/FAC/OPR	MATBED	Maternity beds	Beds on the maternity wards of a hospital
/FAC/OPR	MEDBED	Medical (general) beds	Beds on the general wards of a hospital or other medical establishment
/FAC/OPR	MEDSPT	Medical support	A facility that hosts medical personnel who carry out treatment of sick or wounded persons.
/FAC/OPR	MOBLCP	Command post, mobile	The mobile command post of a unit/formation.
/FAC/OPR	OPCTCN	Operational Command and Control centre	Operational Command and Control centre: normally remote to the scene of operations that directly supports the incident. Also known as Silver Control in UK.
/FAC/OPR	PHARMA	Pharmacy	Facility that dispenses medicines.
/FAC/OPR	POLFAC	Police station	Building or premises used as a facility for police resources, equipment and to which persons under arrest are brought.
/FAC/OPR	POLPT	POL point	A facility for the distribution of petroleum and associated products.
/FAC/OPR	REFARE	Refugee holding area	Specialist area used as a holding area for refugees.
/FAC/OPR	RRRSPT	Rearm, refuel and resupply point	A designated point through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue combat operations.
/FAC/OPR	SITLOG	Site, logistic	A facility for the storage, maintenance, research, or disposal of material.
/FAC/OPR	SPTARE	Support area	A designated area in which support elements and some staff elements locate to support a unit.
/FAC/OPR	SRVCNT	Survivor Reception Centre	A secure area to which uninjured survivors can be taken for shelter.
/FAC/OPR	STCOCN	Strategic Co-ordination Centre	The Strategic coordinating group and supporting cells to assist the Gold Commander deliver his/her strategy.
/FAC/OPR	STCTCN	Strategic Command and Control Centre	Strategic Command and Control to address the wider operational considerations of a major incident or emergency including emergency responders. Also known as Gold Control in UK.
/FAC/OPR	TCCTCN	Tactical command and control centre	Tactical command and control centre at the scene of operations. Also known as Bronze Control in UK.
/FAC/OTH	ACCOM	Unit of accommodation	An amount of living space distinct and separate.
/FAC/OTH	AIRFLD	Airfield	A facility that is an area prepared for the accommodation landing and take-off of aircraft.
/FAC/OTH	BANK	Bank	An establishment where money is stored for saving or commercial purposes.
/FAC/OTH	BATH	Bath	A facility used for personal cleanliness.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC/OTH	CAN	Canal	A man-made or improved natural waterway used for transportation.
/FAC/OTH	CEM	Cemetery/ graveyard/ burial ground	An area of land for burying the dead.
/FAC/OTH	DCH	Ditch	A channel constructed for the purpose of irrigation or drainage.
/FAC/OTH	ELCINS	Electronic installation	A facility whose essential function is based on the use of electronic equipment.
/FAC/OTH	ELCSPL	Electrical supply	A facility containing the equipment used for the production and/or distribution of electricity.
/FAC/OTH	EQIMFT	Equipment, manufacture	A facility generally used specifically to support the manufacture of equipment.
/FAC/OTH	FACGOV	Governmental leadership	A facility used to support governmental leadership functions.
/FAC/OTH	FACPOW	Service, research, utility facility, electric power facility	A facility generally used to support service, research or utility functions in support of electric power.
/FAC/OTH	FACTEC	Service, research, utility facility, techno- logical research facility	A facility generally used to support service, research or utility functions in support of technological research.
/FAC/OTH	FACTEL	Service, research, utility facility, telecom- munications facility	A facility generally used to support service, research or utility functions in support of telecommunications.
/FAC/OTH	FACTRN	Transport facility	A facility that is used to support transport functions.
/FAC/OTH	FATST	Service, research, utility facility, public water service	A facility generally used to support service, research or utility functions in support of public water services.
/FAC/OTH	FERINS	Ferry installation	A facility (including the terminals and the water craft) to enable moving equipment and personnel across a body of water.
/FAC/OTH	FHPT	Fuel handling point	A facility for refuelling of POL products.
/FAC/OTH	LGRLPT	Logistics release point	The point along the supply route where the supported unit meets the supporting unit to transfer supplies.
/FAC/OTH	MAINTF	Maintenance facility	A facility containing the resources and infrastructure to enable it to be used for the repair and servicing of equipment.
/FAC/OTH	PTL	Power transmis- sion line	A system of above ground wires including their supports, which transmit electricity over distance.
/FAC/OTH	RES	Reservoir	A man-made open enclosure or area formed for the storage of water.
/FAC/OTH	VST	Vehicle storage/ parking area	An open land area used for storing or parking vehicles or vessels. (Including Recreational Vehicles.)

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/FAC/OTH	WATSPL	Water supply	A facility containing the equipment used for the storage and/or distribution of water.
/FAC/OTH	WSHFAC	Washing facility	A facility for washing personnel and/or equipment.
/FAC/WATFIR	FOMBLK	Bulk Foam Storage	The storage of large quantities of foam concentrate either on site at an identified risk or at given strategic locations for use at emergency incidents.
/FAC/WATFIR	HYDRNT	Hydrant storage facility	Hydrant storage facility
/FAC/WATFIR	TOWNMN	Towns Mains location	Pipework grid work that supplies fire hydrants.
/HUM	CAPAB	Capability	The potential resources that can be used or developed
/HUM	PERSON	Person	Person
/HUM	UNIT	Unit	Unit
/HUM/CAPAB	AMB	Ambulance capability	Ambulance capability
/HUM/CAPAB	FIR	Firefighting capability	Firefighting capability
/HUM/CAPAB	MED	Medical capability	Medical capability
/HUM/CAPAB	MIL	Military capability	Military capability
/HUM/CAPAB	POL	Police functions	Police functions
/HUM/CAPAB	TRP	Transportation capability	Transportation capability
/HUM/CAPAB/AMB	INCOFF	Ambulance Incident Officer	The officer of the ambulance service with overall responsibility at a major incident who works closely with the medical incident officer.
/HUM/CAPAB/AMB	PARAMD	Ambulance Paramedic	Paramedics are the senior ambulance service health care professionals at an accident or a medical emergency. Working either on their own or with an ambulance technician.
/HUM/CAPAB/AMB	SAFOFF	Ambulance Safety Officer	The officer responsible for monitoring operations and ensuring safety of personnel working under their control.
/HUM/CAPAB/AMB	TECHNIC	Ambulance Technician	Technicians work alongside a paramedic providing essential emergency care.
/HUM/CAPAB/FIR	BACOFF	Breathing Apparatus Main Control Officer	A term to describe an individual who would be responsible for ensuring the provision of adequate resources for breathing apparatus on a large incident. This control system is used when there is more than one BA entry control board.
/HUM/CAPAB/FIR	BAEOFF	Breathing Apparatus Entry Control Officer	A term to describe a system for ensuring the safety of Breathing Apparatus (BA) crews.
/HUM/CAPAB/FIR	COMOFF	Communications Officer	A term to describe an individual who would be responsible for ensuring effective radio communications on the incident ground.
/HUM/CAPAB/FIR	CONOFF	Control Officer	A term to describe an individual who would be responsible for the co-ordination of a control unit or incident command unit at the incident ground.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/HUM/CAPAB/FIR	DECOFF	Decontamination Officer	A term to describe an individual who would be responsible for managing the decontamination process and procedures on the incident ground.
/HUM/CAPAB/FIR	FINOFF	Fire Investigation Officer	A term to describe an individual who would investigate the cause of fire. This might also be referred to Fire Analyst (Netherlands).
/HUM/CAPAB/FIR	FOMOFF	Foam Officer	A term to describe an individual who would be responsible for ensuring appropriate and sufficient quantities of foam for fire fighting purposes on the incident ground.
/HUM/CAPAB/FIR	HAZOFF	HAZMATS Officer	A term to describe an individual who would be responsible for assessing the nature and risk to emergency responders and others from hazardous materials involved in the emergency incident.
/HUM/CAPAB/FIR	INCCOM	Incident Commander	A term to describe an individual who has overall responsibility for an emergency incident. Also known as 'OIC' (see alternative use for Operational Incident Command) and COMANDO INCIDETE — Portugal.
/HUM/CAPAB/FIR	LIAOFF	Liaison Officer	A term to describe an individual who would be responsible for ensuring liaison with emergency responders, before, after and during an emergency.
/HUM/CAPAB/FIR	LOGOFF	Logistics Officer	A term to describe an individual who would be responsible for ensuring the provision of resources.
/HUM/CAPAB/FIR	MAROFF	Marshalling Officer	A term to describe an individual who would be responsible for co-ordinating resources arriving and leaving the incident ground.
/HUM/CAPAB/FIR	MEDOFF	Media Officer	A term to describe an individual who would be responsible for media liaison on the incident ground.
/HUM/CAPAB/FIR	OPRCOM	Operations commander	Individual who would be responsible for management and support of an incident within an Operational Command environment that is located remote to the incident ground operations. Operational Command forms the link between tactical Command requirements and strategic Command issues.
/HUM/CAPAB/FIR	SAFOFF	Safety Officer	A term to describe an individual who would be responsible for managing the safety of emergency responders on the incident ground. Safety on Scene Veilig Werkers (Netherlands).
/HUM/CAPAB/FIR	SALOFF	Salvage Officer	A term to describe an individual who would be responsible for ensuring the protection of property affected by the incident/event.
/HUM/CAPAB/FIR	SECCOM	Sector Commander	A term to describe an individual who would have responsibility for firefighting or rescue operations within a particular geographical area of the incident ground.
/HUM/CAPAB/FIR	STAOFF	Stability Officer	Individual who would be responsible for monitoring the stability of a vessel while fire fighting operations are in progress.
/HUM/CAPAB/FIR	STRCOM	Strategic Commander	A term to describe an individual who would be responsible for strategic management of an incident.
/HUM/CAPAB/FIR	TACCOM	Tactical / On Site Commander	A term to describe an individual who would be responsible for management and co-ordination of an incident within a tactical environment on the incident ground.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/HUM/CAPAB/FIR	WATOFF	Water Officer	A term to describe an individual who would be responsible for ensuring the provision of adequate water supplies for fire fighting purposes on the incident ground.
/HUM/CAPAB/MED	ANSPHY	Anaesthetics physician	A medical capability that is identified as a physician specializing in the administration of an agent that causes the loss of sensation with or without the loss of consciousness.
/HUM/CAPAB/MED	DNTPHY	Dentistry physician	A medical capability that is identified as a physician dealing with the prevention and treatment of diseases and malformations of the teeth, gums, and oral cavity, and the removal, correction, and replacement of decayed, damaged, or lost parts, including such operations as the filling and crowning of teeth, the straightening of teeth, and the construction of artificial dentures.
/HUM/CAPAB/MED	DOCTOR	Doctor	A person licensed to practice medicine, as a physician, surgeon or dentist.
/HUM/CAPAB/MED	GYNPHY	Gynaecology physician	A medical capability that is identified as a physician specializing in a branch of medicine that deals with the diseases and routine physical care of the reproductive system of women.
/HUM/CAPAB/MED	HDNPHY	Head/neck physician	A medical capability that is identified as a physician specializing in psychology.
/HUM/CAPAB/MED	INMPHY	Internal medicine physician	A medical capability that is identified as a physician specializing in pathology being the scientific study of the nature of disease and its causes, processes, development, and consequences.
/HUM/CAPAB/MED	NURSE	Nurse	A person educated and trained in the care of the sick or infirm.
/HUM/CAPAB/MED	ORTPHY	Orthopaedics physician	A medical capability that is identified as a physician specializing in the correction of deformities or functional impairments of the skeletal system, esp. the extremities and the spine, and associated structures, as muscles and ligaments.
/HUM/CAPAB/MED	OTHPHY	Other physician	A medical capability that is identified as a physician specializing in Surgery.
/HUM/CAPAB/MED	PRCPHY	Primary care physician	Medically trained person who can refer persons to specialists as needed within the medical system.
/HUM/CAPAB/MED	PSYPHY	Psychology physician	Medically trained person in the science of the mind or of mental states and processes.
/HUM/CAPAB/MED	PTHPHY	Pathology physician	Person medically trained in the science or the study of the origin, nature, and course of diseases.
/HUM/CAPAB/MED	RADPHY	Radiology physician	Specially trained person who takes X-rays for the examination or photographing of organs, bones, etc.
/HUM/CAPAB/MED	SURPHY	Surgical physician	Specially training doctor who performs operations.
/HUM/CAPAB/MIL	AUTCDR	Authorized commander	A military capability that is identified as the duly appointed officer in charge of a unit, post, camp, or operation.
/HUM/CAPAB/MIL	INTOFF	Intelligence officer	A military capability that is identified as the officer who is responsible for activities relating to gathering and analysing information about an actual or potential foe.
/HUM/CAPAB/MIL	LIAISN	Liaison officer	A military capability responsible for liaison duties.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/HUM/CAPAB/MIL	OF1	OF-1	The specification of a military capability as being appropriate for the officer rank of Lieutenant/Second Lieutenant.
/HUM/CAPAB/MIL	OF10	OF-10	The specification of a military capability as being appropriate for the officer rank of Field Marshal.
/HUM/CAPAB/MIL	OF2	OF-2	The specification of a military capability as being appropriate for the officer rank of Captain.
/HUM/CAPAB/MIL	OF3	OF-3	The specification of a military capability as being appropriate for the officer rank of Major.
/HUM/CAPAB/MIL	OF4	OF-4	The specification of a military capability as being appropriate for the officer rank of Lieutenant Colonel.
/HUM/CAPAB/MIL	OF5	OF-5	The specification of a military capability as being appropriate for the officer rank of Colonel.
/HUM/CAPAB/MIL	OF6	OF-6	The specification of a military capability as being appropriate for the officer rank of Brigadier.
/HUM/CAPAB/MIL	OF7	OF-7	The specification of a military capability as being appropriate for the officer rank of Major General.
/HUM/CAPAB/MIL	OF8	OF-8	The specification of a military capability as being appropriate for the officer rank of Lieutenant General.
/HUM/CAPAB/MIL	OF9	OF-9	The specification of a military capability as being appropriate for the officer rank of General.
/HUM/CAPAB/MIL	OFFR	Officer, not otherwise specified	The specification of a military capability as being appropriate for an individual who is invested with authority by means of a commission in the armed forces.
/HUM/CAPAB/MIL	OPSOFF	Operations officer	A military capability that is identified as the officer who is responsible for activities relating to planning and directing military operations.
/HUM/CAPAB/MIL	OR1	OR-1	The specification of a military capability as being appropriate for the rank of Private (Class 4).
/HUM/CAPAB/MIL	OR2	OR-2	The specification of a military capability as being appropriate for the rank of Private (Class 1–3).
/HUM/CAPAB/MIL	OR3	OR-3	The specification of a military capability as being appropriate for the rank of Lance Corporal.
/HUM/CAPAB/MIL	OR4	OR-4	The specification of a military capability as being appropriate for the rank of Corporal.
/HUM/CAPAB/MIL	OR5	OR-5	The specification of a military capability as being appropriate for the rank of Sergeant (Junior).
/HUM/CAPAB/MIL	OR6	OR-6	The specification of a military capability as being appropriate for the rank of Sergeant (3 Years Seniority).
/HUM/CAPAB/MIL	OR7	OR-7	The specification of a military capability as being appropriate for the rank of Staff Sergeant.
/HUM/CAPAB/MIL	OR8	OR-8	The specification of a military capability as being appropriate for the rank of Warrant Officer Class 2.
/HUM/CAPAB/MIL	OR9	OR-9	The specification of a military capability as being appropriate for the rank of Warrant Officer Class 1.
/HUM/CAPAB/MIL	OTHR	Other ranks	The specification of a military capability as being appropriate for an individual who does not hold an officer's commission in the armed forces.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/HUM/CAPAB/MIL	POC	Point of contact	A military capability responsible to coordinate details for each element of support required.
/HUM/CAPAB/POL	BMBOFF	Bomb Squad Officer	This should be a specialist unit.
/HUM/CAPAB/POL	CASOFF	Casualty Bureau Officer	Casualty Bureau Officer
/HUM/CAPAB/POL	COFF	Cordon Officer	Ensures the general public and media do not cross the cordon line.
/HUM/CAPAB/POL	DETCTV	Detective	Person in charge of the investigations.
/HUM/CAPAB/POL	DIVER	Police Diver	Conduct search and recovery operations in an attempt to recover bodies/exhibits submerged in water.
/HUM/CAPAB/POL	MOM	Mortuary Operations Manager	In charge of the mortuary teams and will be deployed in the 'wet' area of the mortuary. This person will provide the liaison between the Mortuary Documentation Officer and lead pathologist while ensuring that the decided mortuary procedure policy is implemented. The Mortuary Operations Manager will supervise the collection of all data, samples and personal property seized from the deceased or remains ensuring that documentation in relation to each body/body part processed is accurately compiled and submitted to the Mortuary Documentation Officer.
/HUM/CAPAB/POL	PIO	Police Incident Officer	Silver or ground commander, responsible for decisions at a tactical level. [From the Major Incident Procedure Manual 7th Edition, published in 2007 by the London Emergency Services Liaison Panel (LESLP).]
/HUM/CAPAB/POL	PMR	Police media representative	Senior police appointee chosen by the overall incident commander to be responsible for the release of information on behalf of the police. [From the Major Incident Procedure Manual 7th Edition, published in 2007 by the London Emergency Services Liaison Panel (LESLP).]
/HUM/CAPAB/POL	RDINV	Road Accident Investigator	Conducts detailed investigations into road traffic accidents.
/HUM/CAPAB/POL	SCO	Scene of Crime Officer	Attend and examine the crime scene to collect evidence.
/HUM/CAPAB/POL	SIO	Senior Investigating Officer	Police senior detective officer appointed by Gold to assume responsibility for all aspects of the police investigation. [From the Major Incident Procedure Manual 7th Edition, published in 2007 by the London Emergency Services Liaison Panel (LESLP).]
/HUM/CAPAB/POL	STTTK	Statement Taker	The officer who interviews witnesses and records their statements.
/HUM/CAPAB/TRP	AIRFW	Air, fixed wing	The capability to pilot an aircraft.
/HUM/CAPAB/TRP	AIRRW	Air, rotary wing	The capability to pilot a helicopter.
/HUM/CAPAB/TRP	AMPH	Amphibious	The capability to pilot an amphibious vehicle.
/HUM/CAPAB/TRP	LNDRAI	Land, railed	The capability to pilot a train.
/HUM/CAPAB/TRP	LNDWHL	Land, wheeled	The capability to pilot a land vehicle (car, truck, motorbike, etc.).
/HUM/CAPAB/TRP	SEASS	Sea, subsurface	The capability to pilot a submarine.
/HUM/CAPAB/TRP	SEASUR	Sea, surface	The capability to pilot a ship.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/HUM/PERSON	CFIROF	Chief Fire Officer	A person type who has the responsibility for the regulation, discipline, and control of a fire and rescue service for a given area.
/HUM/PERSON	GOVEMP	Government employee	A person type who is representing a Governmental Organization and is not a uniformed member of a regular armed force.
/HUM/PERSON	INTLCT	Intellectual	A person type who is an intellectual being, a person possessing or supposed to possess superior powers of intellect.
/HUM/PERSON	JRNLS	Journalist	A person type who earns a living by editing or writing for a public journal.
/HUM/PERSON	MEDIA	Media	A person type who is reporting for mass communications (especially television, radio, and newspapers).
/HUM/PERSON	NONGVE	Non-government employee	A person type who is representing a Non-Governmental Organization and is not a uniformed member of a regular armed force.
/HUM/PERSON	POLCHF	Police chief	A person type who has the responsibility for the regulation, discipline, and control of a community for the enforcement of law and public order.
/HUM/PERSON	VILELD	Village elder	A person type of ripe years and experience whose counsel is therefore sought and valued.
/HUM/PERSON	WRITER	Writer	A person type who practices or performs writing.
/HUM/UNIT	AIRLSN	Air liaison officer	A tactical air force or naval aviation officer attached to a ground or naval unit or formation as the advisor on tactical.
/HUM/UNIT	C2	Command and Control Unit	Specialist unit used as a command and control centre on an incident ground.
/HUM/UNIT	CBRN	CBRN	A unit type whose principal designation is nuclear, biological and chemical defence.
/HUM/UNIT	CONST	Construction	A unit type whose designation indicates an ability to build various facilities in direct support of military operations.
/HUM/UNIT	CRSMAN	Crisis Management Team	Personnel brought together under the chief executive to manage and coordinate the local authority response to an emergency.
/HUM/UNIT	DISID	Disaster Identification Team	Team used to identify bodies at a disaster.
/HUM/UNIT	EMPOFF	Emergency Planning Officer	A local authority officer involved with pre-planning liaison with the emergency services PROTECCAO-CIVIL (Portugal).
/HUM/UNIT	ENG	Engineer	A unit type whose principal designation is major construction, demolition, and extensive camouflage projects.
/HUM/UNIT	ENVOFF	Environmental Protection Officer	A term to describe an individual who would be responsible for ensuring co-ordination of any measures to protect the environment throughout the course of the emergency incident.
/HUM/UNIT	FINANC	Finance	A unit type that provides pay and entitlement services.
/HUM/UNIT	FIXWNG	Fixed wing	A unit type whose designation indicates employment of fixed-wing assets in the air regime.
/HUM/UNIT	GUID	Guiding unit	Unit for welcoming and dispatching supporting teams.
/HUM/UNIT	HELCTR	Helicopter	A unit type whose designation indicates employment of rotary-wing assets in the air regime.

Table B.19 (continued)

Higher levels	Code	Definition	Additional description
/HUM/UNIT	LAWENF	Law enforcement	A unit type whose principal designation is the provision of law enforcement services.
/HUM/UNIT	LNDSTP	Landing support	A unit type whose principal designation is the provision of landing support services.
/HUM/UNIT	LOG	Logistics	A unit type whose principal designation is the planning and carrying out of the movement and maintenance of forces.
/HUM/UNIT	MAGRSP	Multi-Agency Response team	Response to an emergency by a number of emergency responders. Also known as Multi-Agency Co-operation (Portugal) and Co-responder Incident.
/HUM/UNIT	MAINT	Maintenance	A unit type whose principal designation is the repair and maintenance of equipment.
/HUM/UNIT	MDSADV	Major Disaster Advisory Team	A police service team available at short notice to give advice on major incident management.
/HUM/UNIT	MEDCL	Medical	A unit type whose principal designation is the provision of medical and dental services and the evacuation of casualties.
/HUM/UNIT	MST	Mobile Surgical Team	A specialist health service unit that attends incidents delivering onsite emergency procedures.
/HUM/UNIT	MSURTM	Mobile Surgical Team	A specialist health service unit that attends incidents delivering onsite emergency procedures.
/HUM/UNIT	NAVAL	Naval	A unit type whose designation indicates employment in the naval regime.
/HUM/UNIT	POL	Police Units	Police Units
/HUM/UNIT	PSYCH	Psychological	A unit type that provides treatment dealing with the mental and emotional state of a person.
/HUM/UNIT	RAILWY	Railway	A unit type whose designation indicates employment on or along a railway.
/HUM/UNIT	RECCE	Reconnaissance	A unit type whose principal designation is to obtain, by visual observation or other detection methods, information about the activities and resources of a hazard or potential threat, or to secure data concerning the meteorological, hydrographic, or geographic characteristics of a particular area.
/HUM/UNIT	RELCHP	Religious/chaplain	A unit type that provides religious services.
/HUM/UNIT	RIVERN	Riverine	A unit type whose designation indicates employment on or along a river.
/HUM/UNIT	SAR	Search and Rescue	A unit type that provides search and rescue capabilities and support.
/HUM/UNIT	SECPOL	Security police	A unit type that provides security police services.
/HUM/UNIT	SHRPAT	Shore patrol	A unit type that provides shore patrol services.
/HUM/UNIT	SPECIA	Specialist police units	Specialist units: also covers the scientific advisors. The detailed description shall be provided in the free text area. Examples: Qualified scientific and technical adviser at incidents involving hazardous and or radioactive substances, specialists in firearms, etc.
/HUM/UNIT	SURG	Surgical	A unit type that provides surgical services.
/HUM/UNIT	TRAUMA	Trauma Team	Emergency medical team that respond to incidents. Ireland: also known as MUG Medical Urgency Group