

OVERHEAD EMERGENCY CODES

Facility Alert

Incident / Event	Recommended Plain Language	Alternative Code
Evacuation	"Facility Alert + Evacuation + Descriptor (location)"	No color code; Use plain language only
Plant facility system alert	"Facility Alert + Descriptor (location)"	No color code; Use plain language only
Fire	"Code Red + Descriptor (location)"	Code Red
Hazardous spill	"Code Orange + Descriptor (location)" -or- "Facility Alert +Hazardous Spill + Descriptor (location)"	Code Orange

Security Alert

Incident / Event	Recommended Plain Language	Alternative Code
Active shooter	"Security Alert + Active Shooter + Descriptor (location)"	No color code; Use plain language only
Armed, violent intruder	"Security Alert + Descriptor (threat/location)"	No color code; Use plain language only
Hostage situation	"Security Alert + Descriptor (threat/location)"	No color code; Use plain language only
Need for security personnel	"Code Gray + Descriptor (threat/location)" -or- "Security Alert + Descriptor (threat/location)" -or- "Security Alert + Security Assistance Needed + Location"	Code Gray
Infant / child abduction	"Code Pink + Descriptor (age) + Descriptor (threat/location)" -or- "Security Alert + Descriptor (threat/location) + Descriptor (age)"	Code Pink
Bomb threat	"Code Black + Descriptor (threat/location)" -or- "Security Alert + Descriptor (threat/location)"	Code Black

Medical Alert

Incident / Event	Recommended Plain Language	Alternative Code
Emergency Operations Plan Activation	"Code Green + Descriptor" -or- "Medical Alert + Mass Casualty / Disaster Secenario + Descriptor"	Code Green
Medical decontamination (Includes chemical and radiological exposure for small and large incidents)	"Code Orange + Medical Decontamination (or Decontamination) + Descriptor (location)" -or- "Medical Alert + Medical Decontamination (or Decontamination) + Descriptor (location)"	Code Orange
Medical emergency	"Code Blue + Location" -or- "Medical Alert + Medical Emergency + Location"	Code Blue