

# Triage

A process for sorting injured people into groups based on their need for or likely benefit from immediate medical treatment.

Triage is used in hospital emergency rooms, on battlefields, and at disaster sites when limited medical resources must be allocated.

# METTAG

CACC Standard 6A

## FRONT

**Personal Property Receipt/ Evidence Tag** \*1234567\*

Destination \_\_\_\_\_  
Via \_\_\_\_\_ \*1234567\*

**TRiage TAG** \*1234567\*

S  L  U  D  G  E  M  
Solution Laceration Urination Defecation G.I. Distress Emotions Meets

**AUTO INJECTOR TYPE** \_\_\_\_\_  1  2  3  
**AUTO INJECTOR TYPE** \_\_\_\_\_  1  2  3

Yes	No	Primary Doses
Yes	No	Secondary Doses
Solutions		
<input type="checkbox"/>	<input type="checkbox"/>	Blunt Trauma
<input type="checkbox"/>	<input type="checkbox"/>	Burns
<input type="checkbox"/>	<input type="checkbox"/>	C-Spine
<input type="checkbox"/>	<input type="checkbox"/>	Cardiac
<input type="checkbox"/>	<input type="checkbox"/>	Crushing
<input type="checkbox"/>	<input type="checkbox"/>	Fracture
<input type="checkbox"/>	<input type="checkbox"/>	Laceration
<input type="checkbox"/>	<input type="checkbox"/>	Penetrating Injury

Male  Female

Other: \_\_\_\_\_

VITAL SIGNS			
Time	S/P	Pulse	Respiration

Time	Drug Solution	Dose

## BACK

**Comments/Information**

Patient's Name \_\_\_\_\_

**RESPIRATIONS** **R**  Yes  No  
**PERFUSION** **P**  + 2 Sec  - 2 Sec  
**MENTAL STATUS** **M**  Can Do  Can't Do

Move the Walking Wounded ▶ **MINOR**

No Respirations After Head Tilt ▶ **MORGUE**

Respirations - Over 30 ▶ **IMMEDIATE**

Perfusion - Capillary Refill Over 2 Seconds ▶ **IMMEDIATE**

Mental Status - Unable to Follow Simple Commands ▶ **IMMEDIATE**

Otherwise ▶ **DELAYED**

© 1996 Disaster Management Systems, Inc. • Pomona, CA  
 909-866-8888 • www.1tagtag.com

PERSONAL INFORMATION	
NAME	
ADDRESS	
CITY	ST ZIP
PHONE	
COMMENTS	RELIGIOUS PREF

## MORGUE

<b>IMMEDIATE</b> <small>Life Threatening Injury</small>	<b>IMMEDIATE</b> <small>Life Threatening Injury</small>
<b>DELAYED</b> <small>Serious Non Life Threatening</small>	<b>DELAYED</b> <small>Serious Non Life Threatening</small>
<b>MINOR</b> <small>Walking Wounded</small>	<b>MINOR</b> <small>Walking Wounded</small>

## MORGUE

Pulseless/Non-Breathing

<b>IMMEDIATE</b> <small>Life Threatening Injury</small>	<b>IMMEDIATE</b> <small>Life Threatening Injury</small>
<b>DELAYED</b> <small>Serious Non Life Threatening</small>	<b>DELAYED</b> <small>Serious Non Life Threatening</small>
<b>MINOR</b> <small>Walking Wounded</small>	<b>MINOR</b> <small>Walking Wounded</small>

Color Code the Victims

# METTAG

## Color Code the Victims

Delayed



Green

Lowest priority - patients can wait for treatment until all others have been moved from scene.

Secondary



Yellow

Patients that need to go to hospital, but not immediately

Immediatae



Red

Critically-injured patients with treatable life-threatening injuries. Will be transported from the scene first

Deceased



Black

Dead or unsalvageable patients.