

## eScene.08 - Triage Classification for MCI Patient

## Definition

The color associated with the initial triage assessment/classification of the MCI patient.

National Element	Yes	Pertinent Negatives (PN)	No
State Element	Yes	NOT Values	Yes
Version 2 Element		Is Nillable	Yes
Usage	Required	Recurrence	1 : 1

## Associated Performance Measure Initiatives

Airway    Cardiac Arrest    Pediatric    Response    STEMI    Stroke    Trauma

## Attributes

**NOT Values (NV)**

7701001 - Not Applicable                      7701003 - Not Recorded

## Code List

Code	Description
2708001	Red - Immediate
2708003	Yellow - Delayed
2708005	Green - Minimal (Minor)
2708007	Gray - Expectant
2708009	Black - Deceased

## Data Element Comment

This element is documented when eScene.07 (Mass Casualty Incident) = Yes.

Examples of triage systems include START and SALT.

Adapted from: SALT mass casualty triage: concept endorsed by the American College of Emergency Physicians, American College of Surgeons Committee on Trauma, American Trauma Society, National Association of EMS Physicians, National Disaster Life Support Education Consortium, and State and Territorial Injury Prevention Directors Association. Disaster Med Public Health Prep. 2008 Dec;2(4):245-6.

START reference: Benson M, Koenig KL, Schultz CH. Disaster triage: START, then SAVE-a new method of dynamic triage for victims of a catastrophic earthquake. Prehospital Disaster Med. 1996; Apr-Jun; 11(2): 117-24

## Associated Validation Rules

Rule ID	Level	Message
â!NvPn_Nil_Nv	Error	When Triage Classification for MCI Patient is empty, it should have a Not Value (Not Applicable, Not Recorded, or Not Reporting, if allowed for the element) or a Pertinent Negative (if allowed for the element), or it should be omitted (if the element is optional).
â!NvPn_Nv_Nil	Error	When Triage Classification for MCI Patient has a Not Value (Not Applicable, Not Recorded, or Not Reporting), it should be empty.
â!i_eScene.08	Warning	Triage Classification for MCI Patient should be recorded when Mass Casualty Incident is "Yes".