

Legend

Dataset Level: N National S State D Deprecated

Usage: M = Mandatory , R = Required , E = Recommended, or O = Optional

Attributes: N = Not Values, P = Pertinent Negatives , L = Nillable, C = Correlation ID, and/or U = UUID

eScene

| | | | | | |
|-------|--|------------------------------------|---------------------------------------|---|--|
| 1 : 1 | eScene.01 - First EMS Unit on Scene | N | S | R | N, L |
| 0 : M | eScene.ResponderGroup | | | | C |
| 0 : 1 | eScene.02 - Other EMS or Public Safety Agencies at Scene | | | O | |
| 0 : 1 | eScene.03 - Other EMS or Public Safety Agency ID Number | | | O | |
| 0 : 1 | eScene.04 - Type of Other Service at Scene | | | O | |
| 0 : 1 | eScene.24 - First Other EMS or Public Safety Agency at Scene to Provide Patient Care | | | O | N, L |
| 0 : 1 | eScene.05 - Date/Time Initial Responder Arrived on Scene | | | O | |
| 1 : 1 | eScene.06 - Number of Patients at Scene | N | S | R | N, L |
| 1 : 1 | eScene.07 - Mass Casualty Incident | N | S | R | N, L |
| 1 : 1 | eScene.08 - Triage Classification for MCI Patient | N | S | R | N, L |
| 1 : 1 | eScene.09 - Incident Location Type | N | S | R | N, L |
| 0 : 1 | eScene.10 - Incident Facility Code | | S | E | N, L |
| 0 : 1 | eScene.11 - Scene GPS Location | | S | O | |
| 0 : 1 | eScene.12 - Scene US National Grid Coordinates | | S | O | |
| 0 : 1 | eScene.13 - Incident Facility or Location Name | | S | O | |
| 0 : 1 | eScene.14 - Mile Post or Major Roadway | | S | E | N, L |
| 0 : 1 | eScene.15 - Incident Street Address | | S | E | N, L |
| 0 : 1 | eScene.16 - Incident Apartment, Suite, or Room | | S | E | N, L |
| 0 : 1 | eScene.17 - Incident City | | S | E | N, L |
| 1 : 1 | eScene.18 - Incident State | N | S | R | N, L |
| 1 : 1 | eScene.19 - Incident ZIP Code | N | S | R | N, L |
| 0 : 1 | eScene.20 - Scene Cross Street or Directions | | S | E | N, L |
| 1 : 1 | eScene.21 - Incident County | N | S | R | N, L |
| 0 : 1 | eScene.22 - Incident Country | | | O | |
| 0 : 1 | eScene.23 - Incident Census Tract | | | O | |

eScene