

# Santa Clara OA Jurisdiction Status

WebEOC: 20190327

PDF: 190528

Radio Operator Only:

Origin Msg #:

Destination Msg #:

## This Section to be Completed by Jurisdiction Personnel:

(Underlined=Required)

**Date:** **Time** (24hr): **Handling:** ☐ Immediate (ASAP) ☐ Priority (<1 hr) ☐ Routine (<2 hr)

T O	<u>ICS Position:</u>	F R O M	<u>ICS Position:</u>
	<u>Location:</u>		<u>Location:</u>
	<u>Name:</u>		<u>Name:</u>
	<u>Contact Info:</u>		<u>Contact Info:</u>

**Report Type:** ☐ Update ☐ Complete  
*Important: See Instructions!*

**Jurisdiction Name:**

## Contact Information

(If Report Type=Complete, then Underline=Required)

<u>EOC Phone:</u>	<u>EOC Fax:</u>
<u>Pri EM Contact Name:</u>	<u>Pri EM Contact Phone:</u>
<u>Sec EM Contact Name:</u>	<u>Sec EM Contact Phone:</u>

## Government Office Status

(If Report Type=Complete, then Underline=Required)

<b>Office Status:</b> (Pick One) <input type="radio"/> Unknown (Grey) <input type="radio"/> Open (Green) <input type="radio"/> Closed (Red)	
<u>Expected to Open Date:</u>	<u>Expected to Open Time:</u>
<u>Expected to Close Date:</u>	<u>Expected to Close Time:</u>

## EOC Status

(If Report Type=Complete, then Underline=Required)

<u>EOC Open:</u> (Pick One) <input type="radio"/> Unknown (Grey) <input type="radio"/> Yes (Red) <input type="radio"/> No (Green)	
<u>Activation:</u> (Pick One) <input type="radio"/> Normal (Green) <input type="radio"/> Duty Officer (Yellow) <input type="radio"/> Monitor (Orange)	
<input type="radio"/> Partial (Red) <input type="radio"/> Full (Red)	
<u>Expected to Open Date:</u>	<u>Expected to Open Time:</u>
<u>Expected to Close Date:</u>	<u>Expected to Close Time:</u>

## Declarations

(If Report Type=Complete, then Underline=Required)

<b>State of Emergency:</b> (Pick One) <input type="radio"/> Unknown (Grey) <input type="radio"/> Yes (Red) <input type="radio"/> No (Green)
<b>Attachment (indicate where/how sent):</b>

Current Situation		(If Report Type=Complete, then <u>Underline</u> =Required)			
Communications	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Debris	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Flooding	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Hazmat	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Emergency Services	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Casualties	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Utilities (Gas)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Utilities (Electric)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Infrastructure (Power)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Infrastructure (Water Systems)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				

Current Situation (continued)		(If Report Type=Complete, then <u>Underline</u> =Required)			
Infrastructure (Sewer Systems)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Search and Rescue	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Transportation (Roads)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Transportation (Bridges)	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Civil Unrest	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				
Animal Issues	(Pick One) <input type="radio"/> <b>Normal</b> (Green) <input type="radio"/> <b>Unknown</b> (Grey) <input type="radio"/> <b>Problem</b> (Yellow) <input type="radio"/> <b>Failure</b> (Red) <input type="radio"/> <b>Delayed</b> (White) <input type="radio"/> <b>Closed</b> (White) <input type="radio"/> <b>Early Out</b> (White)				
	Comment:				

Radio Operator Only:			
Relay:	Rcvd:	Sent:	
Name:	Call Sign:	Date:	Time (24hr):