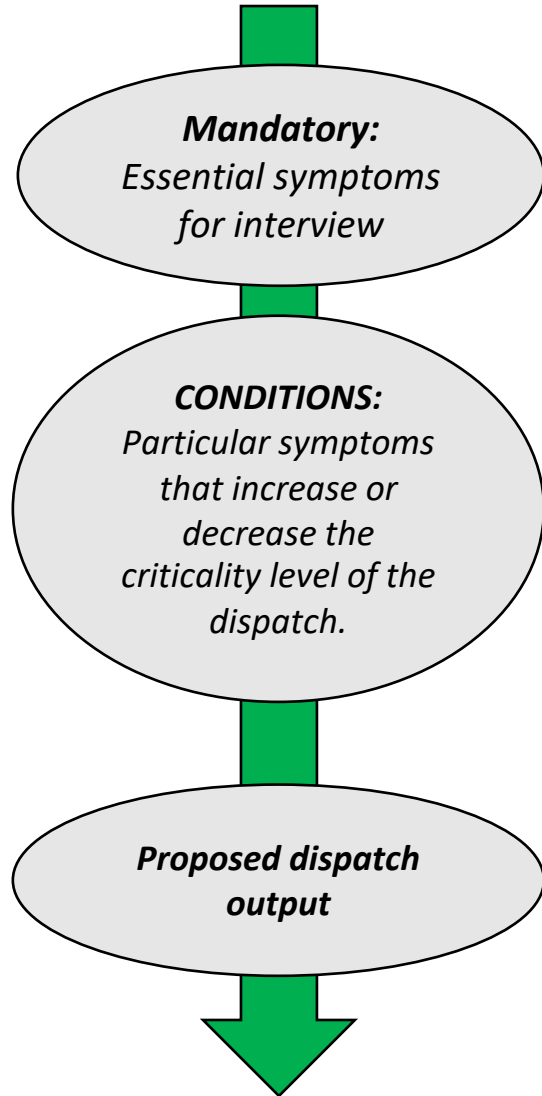
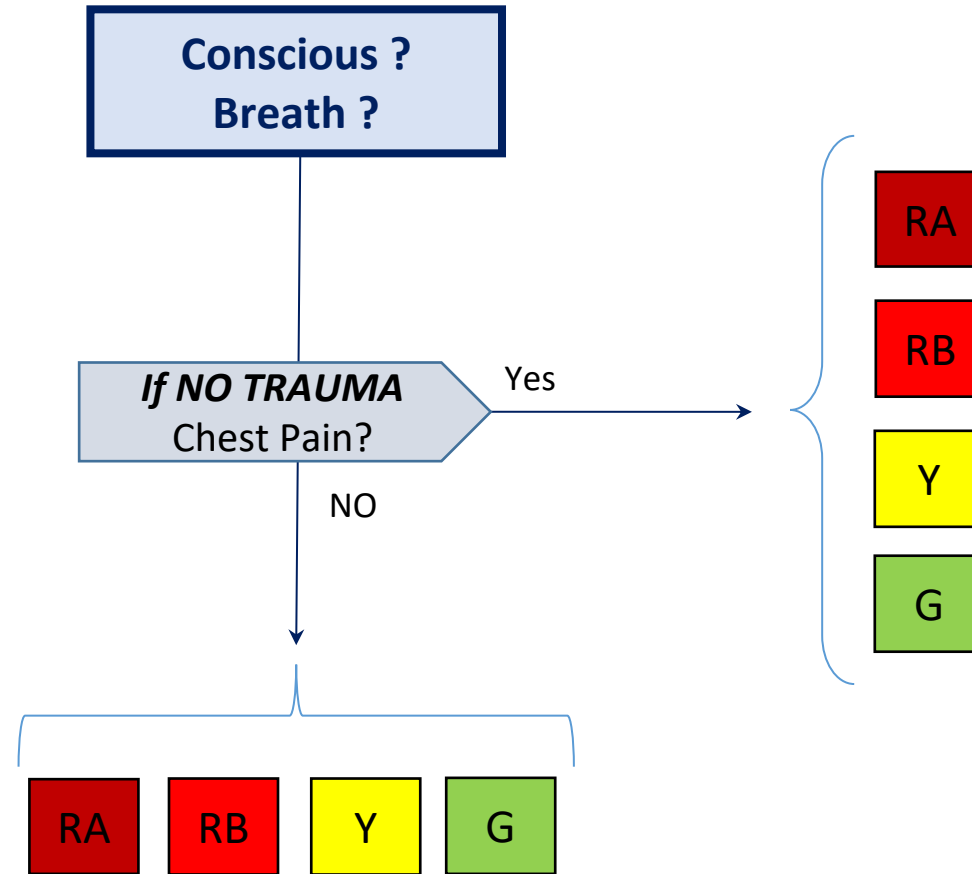


Dispatch Criticality Algorithm used up to
2015



Legend



Algorithm 0 – Overview

		Conscious?			
		Yes	Confused	Don't know	No
Breath?	Yes	Algorithm 6	Algorithm 1	Algorithm 5	Algorithm 3
	Dyspnoea	Algorithm 4	Algorithm 2		
	Don't know	RED basic			
	No	RED Advanced			

Other activations:

Fire Department

Police

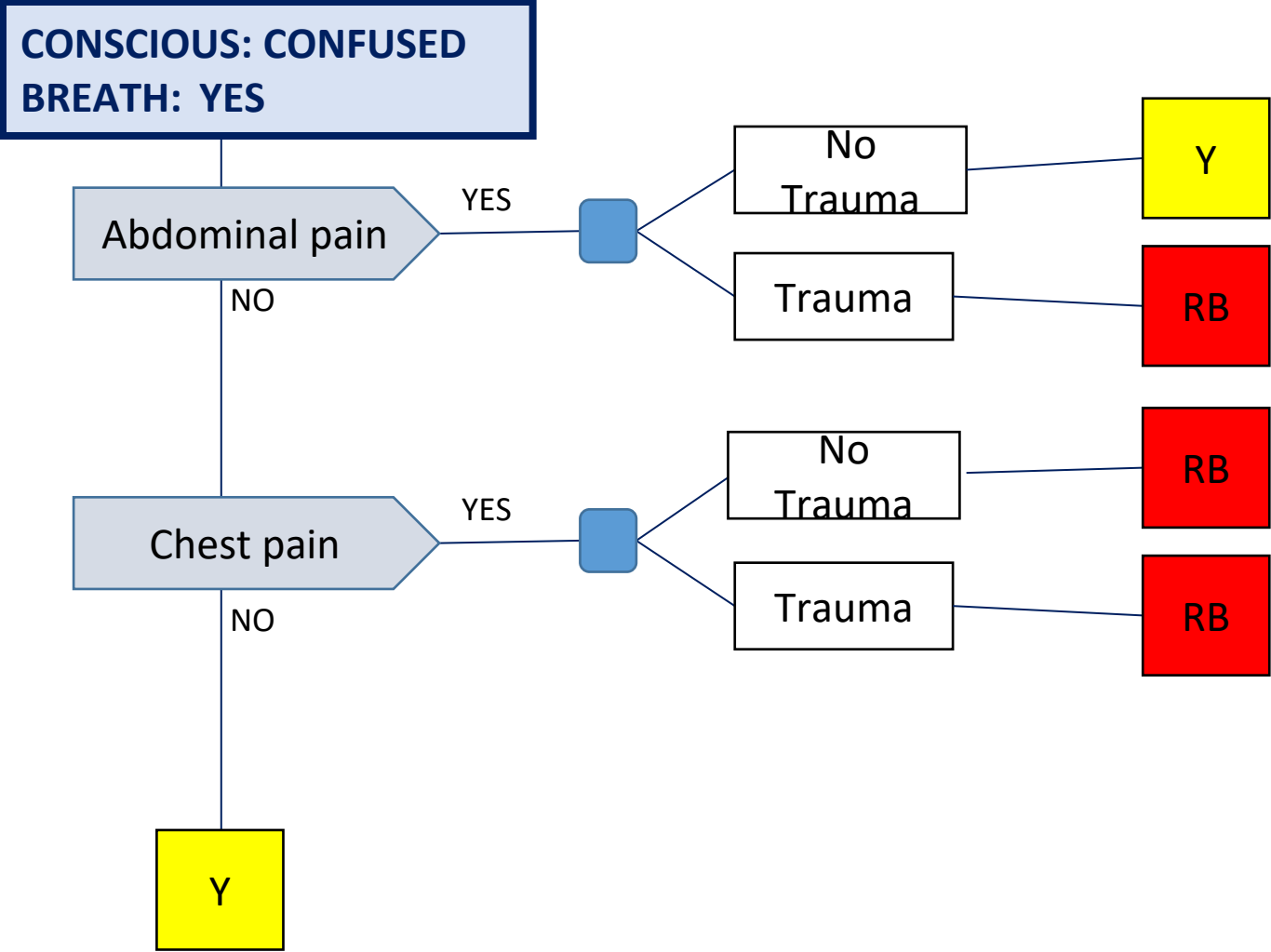
Algorithm 0 – ONE-SHOT

ONE-SHOT: Symptom or condition directly associated to a severity code (independently of the algorithm). The dispatch code could be overwritten only in case of other concomitant symptoms or conditions of increased criticality level.

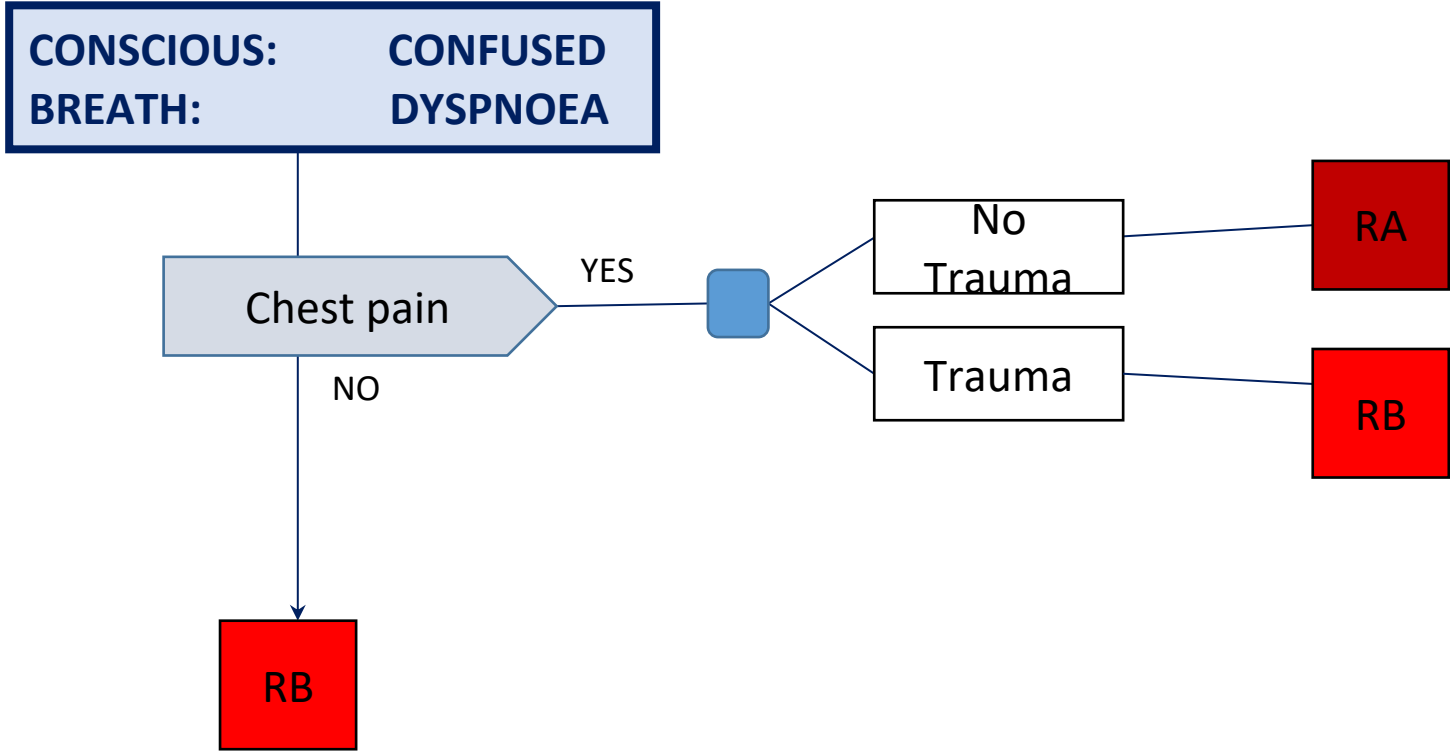
Symptom	Code
Penetrating wound	<i>RED Advanced</i>
Trapped in the vehicle	<i>RED Advanced</i>
Passenger ejected from vehicle	<i>RED Advanced</i>
Fall from over 2 meters	<i>RED Advanced</i>
Gunshot wound	<i>RED Basic</i>

ONE-SHOT items could ONLY INCREASE the criticality level.

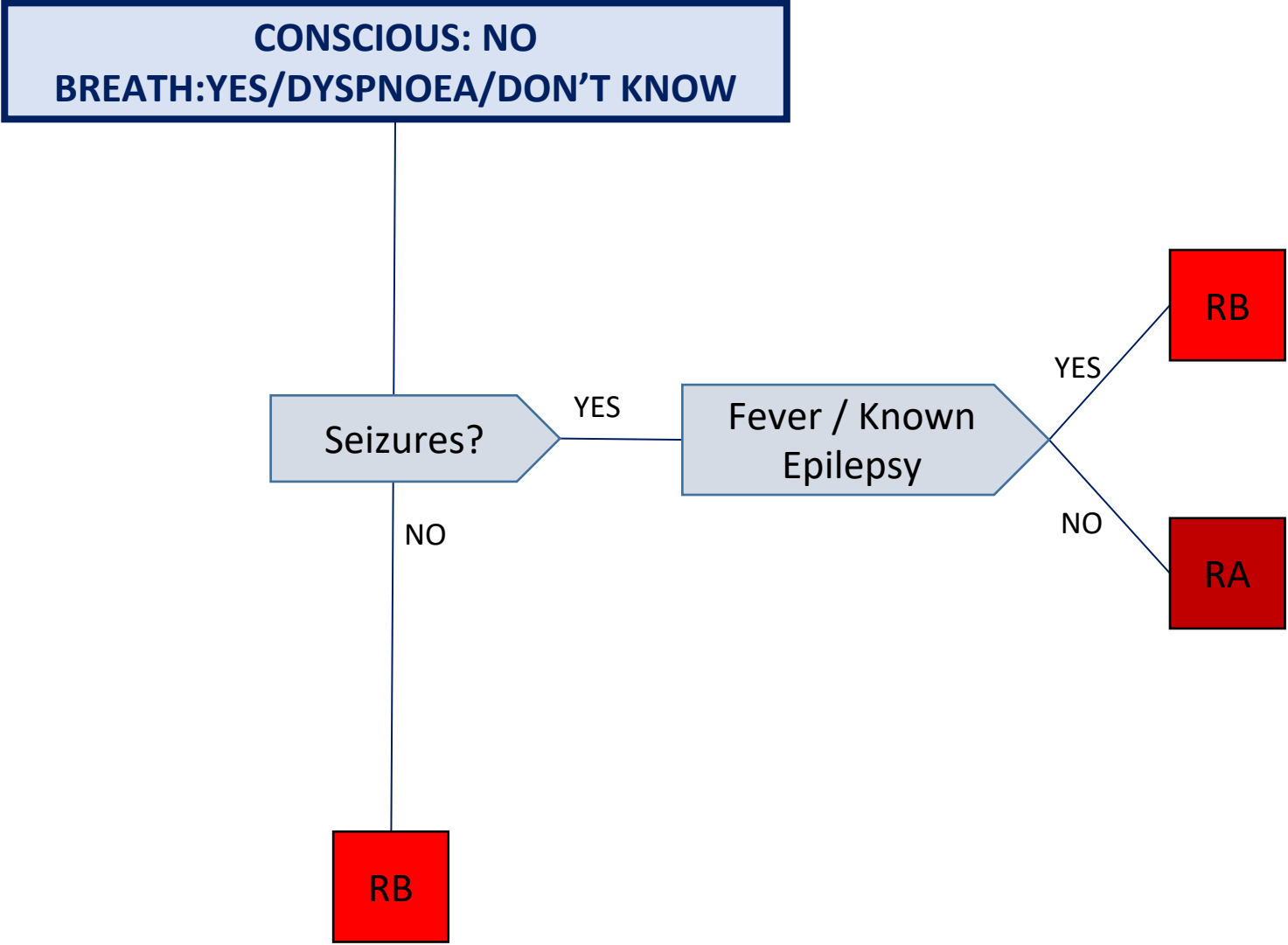
Algorithm 1



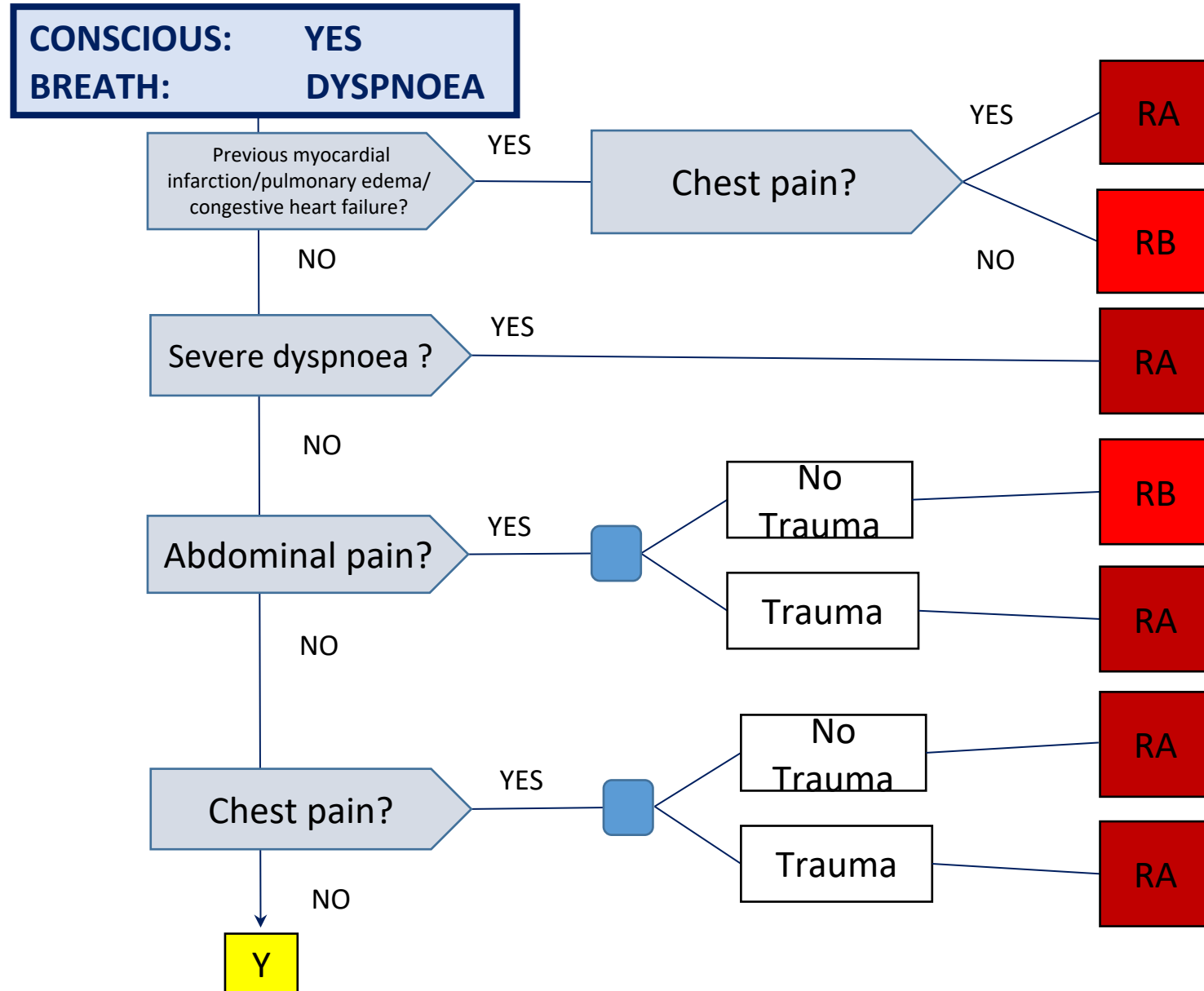
Algorithm 2



Algorithm 3

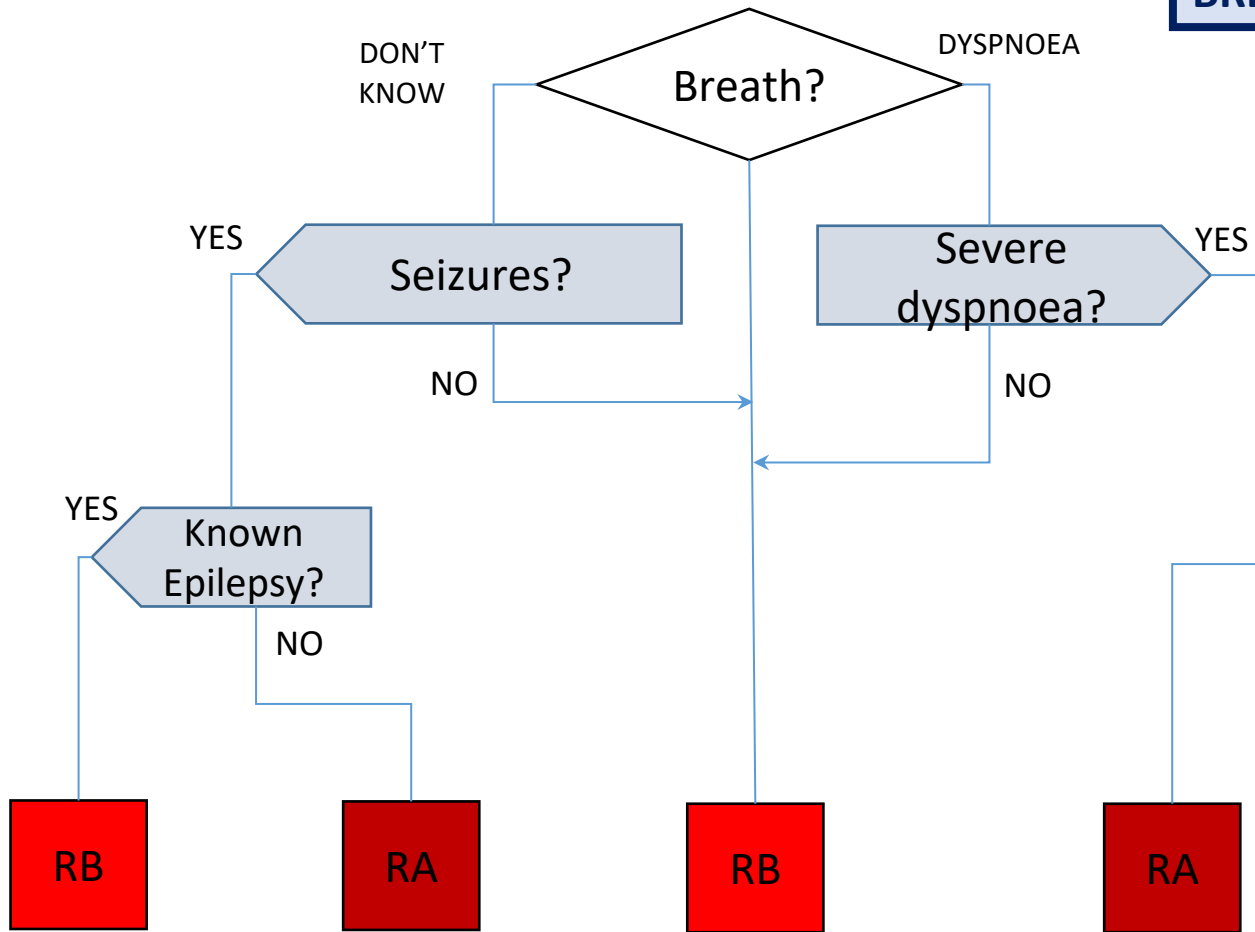


Algorithm 4



Algorithm 5

CONSCIOUS: DON'T KNOW
BREATH: YES/DYSPNOEA/DON'T KNOW



Algorithm 6

