

	Unit Status	Command	Color Code	Example
Unit available for dispatch	Available In Quarters	AIQ	green	E1
	Available On Radio	AOR	white	E1
	Available Out of Vehicle	AOV	grey	E1
	Available on Incident / On Scene	AOI	white	E1
	Available on Incident Responding	AOI	yellow on green	E1
Unit Unavailable for Dispatch	Unavailable	UNV *	blue	E1
	Unavailable - Drilling	UNV DRILL	cyan	E1
	Unavailable - Training	TNG or UNV TNG	cyan	E1
	* ACCID, CMU, COMM, FUEL, FUR, HOSP, INSP, LOG, MAINT, MECH, MISC, MM, MPW, REHAB			
Unit Dispatched on an Incident	Recommended for Dispatch	F9	box=color of unit's prior status	E1
	Dispatched	F12	black on yellow	E1
	Acknowledge Receipt of Dispatch	VACK	magenta on yellow	E328
	Responding	ACK or RESP	yellow	E1
	Available on Incident Responding		yellow on green	E1
	Covered	COV	black on red	E1
	No Acknowledgement		black on yellow blinking	** E1 **
	Covered No Acknowledgment	CNA	black on red blinking	** E1 **
	Responding > 10 minutes		blinking yellow	** E1 **
Unit On Scene of an Incident	Staged	STG	magenta	E1
	On Scene	OS	red	E1
	Available on Incident / On Scene	AOI	white	E1
	Command	CMD	red on white	E1
	Sector Officer	SECTO	red on grey	E1
Ambulance Status on Incident	Responding CD3 on CD2 call	ATC3 or C2 to fix	yellow on red	R15
	Responding CD2 on CD3 call	ATC2 or C3 to fix	yellow on magenta	R15
	Leave for Hospital	LV*	yellow on blue	R15
	At Hospital	HO	red on blue	R15
	Cancel Transport	XT	white on blue	R15
Mutual Aid Status	Foreign Unit Recommended	F9 or F12	red on yellow	E204
	Mutual Aid Request	MAR or F12	dark green on yellow	E204

Incident Status	Command	Color Code	Example
Routine Incident	RI	white	Address
Working Fire	WF	yellow	Address
Code or Major Medical	CO or MM	cyan	Address
Working HazMat or TRT	WHZ or WTR	magenta	Address
Greater Alarm	2A-9A	red on white	Address
Canceled	CAN	grey	Address
Closed	C	off screen	