

Know Your Emergency Codes

Baptist Health & Bethesda

If you are located at a Bethesda entity, please note your *current codes in purple and italicized* and be aware that your codes will change in June to the emergency **codes in blue**.

Code Blue – Cardiac Arrest

Signals an actual or potential cardiopulmonary arrest in an adult. A trained team of doctors, nurses, therapist, and others will report immediately to the location to assist the patient.

Bethesda – Code Blue – Medical Emergency (will change to Cardiac Arrest)

Code Rescue – Patient Clinical Deterioration

Signals serious patient clinical deterioration.

A trained rapid response team (respiratory therapist, critical care nurse, and supervisor) will report immediately to the patient's location to evaluate clinical status and intervene as necessary to prevent further deterioration and/or medical crisis.

Bethesda – BEE – (Bethesda Emergency Evaluation) Team (will change to Code Rescue)

Code HELP - Patient or family-initiated call for immediate medical assistance

Signals patient or family-initiated call for immediate medical assistance (At Mariners Hospital, patient dials 43911 to call Code Help) Patient and families should be instructed on admission about this resource in the case of an emergency. If this is your patient, report to patient room as quickly as possible. A trained rapid response team will arrive at the patient's location. Assist as required. Code HELP is utilized in all areas – except intensive care, emergency and outpatient areas.

Bethesda – BEE – (Bethesda Emergency Evaluation) Team (will change to Code HELP)

Code Pink - Neonatal Clinical Deterioration

Signals an actual or potential serious clinical deterioration in a newborn. Doctors and other trained personnel report immediately to the patient's location to evaluate patient status and intervene as necessary to prevent further deterioration and/or medical crisis.

Bethesda – Infant Abduction – Amber (will change to Code Pink for Neonatal Clinical Deterioration and Code Stork will be Infant Abduction)

Code Purple - Pediatric Clinical Deterioration

Signals an actual or potential serious clinical deterioration in a child. Doctors and other trained personnel will report immediately to the child's location to evaluate clinical status and intervene, as necessary, to prevent further deterioration and/or medical crisis.

Bethesda – BEE Team Pediatrics (will change to Code Purple)

Code Stork - Missing Infant under 28 Days Old

Signals an infant under 28 days old is missing. Report physical description of individual (age, sex, ethnicity, and hair color) and give the location where the infant was last seen. Personnel will attempt to retrieve the infant or prevent the abduction.

Bethesda – Code Pink – Infant Abduction (will change to Code Stork for Missing Infant under 28 days old and Code Pink will be for Neonatal Clinical Deterioration)

Code Adam - Missing Child over 28 Days Old

Signals a child over 28 days old is missing. Report physical description of individual (age, sex, ethnicity, and hair color) and give the location where the child was last seen. Personnel will attempt to retrieve the child or prevent the abduction.

Bethesda – Code – Amber (will change to Code Adam)

Code Orange - Unattended Delivery

Signals impending childbirth without an obstetrician present

A trained team of nurses, doctors and other clinical specialists will report immediately to the location to assist woman in labor and with the care of the newborn.

Bethesda – Code Orange – Hostage (will change to Unattended Delivery)

Code Red - Fire

Signals a fire has been discovered at stated location and employees are to immediately initiate hospital fire safety procedures (R. A. C. E.)

Bethesda – Code Red – Fire – Same as BHSF

Code Black - Bomb Threat

Signals the hospital has received a Bomb Threat

Search your immediate area and notify your Supervisor after your search, notify the PBX Operator.

If an item is found that looks unusual or does not belong in the area – DO NOT TOUCH or

MOVE THE OBJECT. Report it immediately.

Bethesda – Code Yellow – Bomb Threat – Response is the same – the supervisor is to notify the CEO/COO and they will notify law enforcement (Code Yellow will change to Utility Failure in nonhospital sites and Bomb Threat will be Code Black)

Code Green - Combative Person

Signals a staff member needs assistance with a disruptive or combative person

Provide operator or security dispatcher with information in reference to the Code Green and the description of the individuals involved.

Security personnel and/or designated personnel (Code Green Team) will report quickly to the designated site. Assist as needed.

Bethesda – Code Strong – Combative Person – Patient disturbance/Crisis assistance (will change to Code Green)

Code Silver - Active Threat/Active Shooter

Signals an active threat/active shooter on hospital premises

If facing an active shooter, one must decide to run, hide, or fight. If hiding, immediately take shelter in a room that can be secured.

For staff not in the affected area, check hallway and exterior rooms for patients, families, and staff.

Instruct anyone in hallway to enter secured room.

Do not respond to unfamiliar voices or commands until receiving confirmation that orders are coming from law enforcement officials.

Bethesda – Code Silver – Same as BHSF

Code White - Hazardous Spill

Signals a hazardous material has been spilled or leaked

Recognize the hazard/threat

Avoid becoming contaminated by contacting the hazard or breathing its vapors

Isolate the hazard area. Move from the affected area unless you have a specific and required function to perform and have the appropriate Personal Protective Equipment. Close off the affected area and evacuate people if necessary.

Notify the appropriate support

Bethesda – Code White – Induced Hypothermia (will change to Hazardous Spill)

Code 9 - Non-patient Injury Inside Building

Signals illness or injury to visitor or employee has occurred within the entity's building(s)

A trained response team reports to the location to assist.

Transport individual(s) to the Emergency Department if appropriate and assist in initiating incident report.

Bethesda – BEE Team (will change to Code 9)

Code 250 - Non-patient Injury Outside Building

Signals illness or injury to a visitor or employee has occurred outside the entity's building(s)

A trained response team reports to the location to assist and determine the need for fire rescue or police.

Transport individual to the Emergency Department if appropriate and assist in initiating incident report.

Bethesda – BEE Team (will change to Code 250)

Code Delta - Internal / External Disaster

Signals the hospital is putting its disaster plan into effect to meet its responsibilities for the care of emergency casualties. Nonhospital sites will close.

Staff members do not activate a Code Delta. This code is activated by the Incident Commander or designee.

Code Delta-Internal or Code Delta-External is announced to indicate type of disaster. When you hear this code, speak with your supervisor, and begin any assigned duties for disaster plan.

Bethesda – Plan Delta (will change to Code Delta)

Plan Delta Level:

1. *Influx 10-20 Casualties – If critical level 2 called*
2. *Influx 20-50 Casualties*
3. *Influx of 50 or more*

Types:

- *Chemical*
- *Biological*
- *Gamma*
- *Pandemic Influenza*

Code Gray – Severe Weather (nonhospital only)

Signals severe weather

This code may be upgraded to Code Delta if the site needs to close.

Staff members do not activate a Code Gray. This code is activated by the Incident Commander or designee.

Bethesda – Code Gray – Stroke (*Code Gray will change to Severe Weather and Stroke will be covered by Stroke Alert*)

Code Yellow – Utility Failure (nonhospital only)

Signals a utility failure such as loss of power, water, and/or communication

This code may be upgraded to Code Delta if the site needs to close.

Staff members do not activate a Code Yellow. This code is activated by the Incident Commander or designee.

Bethesda – Code Yellow – Bomb Threat (*Code Yellow will change to Utility Failure and Bomb Threat will be Code Black*)

The following emergency codes are used by Bethesda only:

Code BEFAST – Stroke Response

Code HIT – Hemorrhagic Insult

Code Ice – Induced Hypothermia

Code MH – Malignant Hyperthermia