



# VICTIM SHEET

TEAM	RD/MSN	TOTAL
------	--------	-------

## VICTIM (+/- 10 of 50 pts per victim)

TAG V - TAG#

YELLOW    ORANGE    RED

SCORE

## MAPPING (+20 of 50 pts per victim)

	LOCATION	MAP QUALITY
<input type="checkbox"/> LADAR	(1, 5, 10 PTS)	(1, 5, 10 PTS)
<input type="checkbox"/> SONAR		
<input type="checkbox"/> DRECKON		
<input type="checkbox"/> TELEOP	SCORE	SCORE
<input type="checkbox"/> OTHER		

## STATE (+15/-5 of 50 pts per victim)

SENSOR	INDICATOR	SCORE
<input type="checkbox"/> FORM	_____	_____ (+/- 1 POINT)
<input type="checkbox"/> MOTION	_____	_____ (+/- 1 POINT)
<input type="checkbox"/> HEAT	_____	_____ (+ - 3 POINT)
<input type="checkbox"/> SOUND	_____	_____ (+/- 2 POINT)
<input type="checkbox"/> CO <sub>2</sub>	_____	_____ (+/- 3 POINT)

**IF YOU HAVE (3) OF THE ABOVE INDIATORS CHOOSE:**

**AWARE:**            FORM WAVING HEAT YELLING CO<sub>2</sub>

**SEMI:**             FORM TWITCH HEAT MOANING CO<sub>2</sub>

**UNCONCIOUS:** FORM HEAT ALARM CO<sub>2</sub>

**UNKNOWN**

**VICTIM STATE**            \_\_\_\_\_ (+ 5 POINTS)

SCORE

## SITUATION (+5 of 50 pts per victim)

SITUATION	INDICATOR	(CIRCLE ONE)
<input type="checkbox"/> <b>SURFACE</b> (Entirely visible)	FULL BODY   UPPERBODY   LEGS   ARM   BABY	
<input type="checkbox"/> <b>TRAPPED</b> (Partially visible under rubble)	FULL BODY   UPPERBODY   LEGS   ARM   BABY	
<input type="checkbox"/> <b>VOID</b> (Minimally visible in void)	FULL BODY   UPPERBODY   LEGS   ARM   BABY	
<input type="checkbox"/> <b>ENTOMBED</b> (Visible only with probing)	FULL BODY   UPPERBODY   LEGS   ARM   BABY	
<input type="checkbox"/> <b>UNKNOWN</b>		

SCORE