

<u>Old 10 Code</u>	<u>Common Language</u>	<u>New CAD Code</u>	<u>Old 10 Code</u>	<u>Common Language</u>	<u>New CAD Code</u>
10-1	Unreadable		10-32	Weapons Involved	
10-2	Loud and Clear		10-33	Clear for Emergency Traffic	
10-3	Switch to...		10-34	Enroute	
10-4	Acknowledged		10-36	Traffic	
10-5	Meet at...		10-50	Collision (Damage, Injuries or Fatality)	
10-6	Busy		10-51	Wrecker	
10-7	Out of Service		10-55	Drunk Driver	
10-8	Available		10-60	Status Check	
10-9	Say Again		10-68	<i>Signal 2 or 3</i>	
10-10	Fight		10-69	<i>Signal 1</i>	
10-12	Stand By		10-77	ETA	
10-13	Fire		10-79	Death	
10-15	Intoxicated		10-80	In Custody	
10-19	Return to		10-81	Meal Break or Break	
10-20	Location		10-83	Unable to Locate	
10-21	Phone		10-86	Transporting	
10-22	Disregard		10-87	Bar Check	
10-23	Arrived		10-92	<i>Signal 4</i>	
10-24	Mission Complete		10-96	EDP	
10-25	At Station		10-97	Clear	
10-27	DL Check		10-98	Officer Safety	
10-28	Registration Check		10-99	Wanted/Stolen	
10-29	Wants/Warrants				

- **Signal 1** – Mayday/Emergency.
- **Signal 2** – Backup Needed.
- **Signal 3** – When used by the unit it indicates taking subject into custody and resistance is anticipated. When issued by a dispatcher this indicates that the unit should take the subject into custody and anticipate resistance. This will alert others to the fact that you may need assistance but are not directly requesting it at the current time.
- **Signal 4** – Confidential/critical information to be relayed.