Water/Wastewater System Incident Checklist

NOTE: All emergencies should first be reported to 911 then to EPA's National Response Center at 1-800-424-8802

Nature of Incident (explain):						
" Contamination	" Cyber attack	" Brief description of incident:				
" Biological	" Bombs, explosives, etc.					
" Chemical	" Wastewater treatment plant Interference and/or pass through					
" Radiological	" Other (explain)					
" Physical Destruction						
2. System Name	3. Party Responsible for Incident (Name and Address)					
Address:						
Telephone:	Phone Number (from caller ID):					
System Contact Name: Title:						
4. Location of Incident						
" Raw " Water Water Treatment Source Plant	" Water " Distribution Li Storage Facilities " Wastewater C	Collection				
and/or Treatment System " Other (explain):						
5. Date and Time of Incident						
6. Alternate Water Source Exists: Yes / No If yes, give name, type and location:						
7. Type(s) of Contaminants, Source and Quantity:						
Basis of Information:						
8. Caller's Name, Address, Organization and Telephone Number						

9. Was an emergency crew dispatched (911 called)?							
" Y	es "N	No	" 911	" National Response Center	" Regional " other Response Center		
10. Which of the following are on scene:							
" P	olice	" Fire	" Ambulance	" FBI	" Other		
	Hazardous " FEMA Naterials Team		" EPA	" State (describ	e Agency " ne)		
" Weather conditions at incident site:							
" Number and types of injuries and/or fatalities (if any):							
11. Who else has been notified (Local/State Agencies, Media)?							
12. PWS and/or Wastewater Resources Status:							
	" Additional M type?)	Ionitoring (what					
" Intakes (number and location)							
" Wastewater Collection and/or Treatment System Status							
" Conservation initiated (describe)							
" Fire Suppression Capacity							
	" Storage Capacity						
		describe normal if other has been					
	" Communica public?)	ition (alerts to					
	" Other						
13.	13. Call Received By:						
	Date/Time Call Received:						