

Texas Emergency Medical Task Force

Component Overview



MISSION

- Provide operational assistance to medicolegal authorities with incident site, deployable morgue, victim identification center, & victim information center operations following a mass fatality incident that overwhelms a local jurisdiction.

CAPABILITIES

- Available statewide as an activated, 24/7 response asset
- TMORT is composed of [4] teams that can deploy independently or all at once on behalf of the State:
 - Incident Site Team (IST):** Conduct scene investigations to locate, document, & recover human remains & personal effects. Staffing: Human Remains Recovery, Mapping, & Evidence Tracking Specialists
 - Morgue Operations Team (MOT):** Conduct disaster morgue operations to examine human remains. Staffing: Admitting, Triage, Storage, Personal Effects, Photographers, Radiographers, Pathologists, Autopsy Assistants, Dentists, Anthropologists, DNA & Fingerprint Specialists, & Exit Review. [Disaster Portable Morgue Unit is maintained by SETRAC in Houston]
 - Identification Review Team (IRT):** Compares antemortem & postmortem data to identify human remains. Staffing: Dependent on the ID methods used, & could include Anthropologists, DNA Scientists, Fingerprint Analysts, Pathologists, Odontologists, &/or Death Investigators.
 - Victim Information Center Team (VICT):** Conducts family interviews, gathers antemortem data, & collects DNA samples. Staffing: Family Interviewers, Records Collection & Management, Personal Effects, & DNA Reference Collectors.
- TMORT will collaborate with jurisdictions in the set-up of Family Assistance Centers [FAC] however, FAC staffing & operations are the jurisdiction's responsibility.
- Medical examiners' offices, academic institutions, & private entities provide the deployable team members for the TMORT.

TYPING

- Matrix for determining TMORT team requests:
[scaled & typed by fatality count & incident variables]

Type I	Type I	Type II	Type II	Multiple Locations
Type I	Type I	Type II	Type III	Contaminated
Type I	Type I	Type II	Type III	Charred
Type I	Type I	Type II	Type IV	Fragmented, Commingled
Type I	Type II	Type III	Type IV	Intact, Visually Recognizable
Est. 100 fatalities	Est. 50 fatalities	Est. 25 fatalities	Est. 10 fatalities	



Personnel / Asset Counts

Staffing & asset profiles are typing dependent. Each team has [4] scaled teams typed.

Type I Teams:

IST: [25] Personnel / [8-14] Assets
MOT: [41] Personnel / [8-13] Assets
IRT: [7] Personnel / [2-3] Assets
VICT: [29] Personnel / [6-7] Assets

Type II Teams:

IST: [17] Personnel / [7-13] Assets
MOT: [28] Personnel / [7-11] Assets
IRT: [5] Personnel / [2-3] Assets
VICT: [16] Personnel / [4-5] Assets

Type III Teams:

IST: [15] Personnel / [4-9] Assets
MOT: [21] Personnel / [5-9] Assets
IRT: [5] Personnel / [2-3] Assets
VICT: [10] Personnel / [2-4] Assets

Type IV Teams: all teams
[1-2] Personnel / [1] Asset

