

INCIDENT REPORTING & INJURY RESPONSE

IMMEDIATELY REPORT ANY KIND / ANY TIME

CALL x5000 or 626-395-5000*

* 626-395 is the prefix for ALL campus telephone land-lines

CAMPUS SECURITY provides a field response and calls 911 if needed, then reports all health and safety-related incidents to [Student Affairs](#), HR: leaveunit@caltech.edu and EHS: safety@caltech.edu.

WORKPLACE REPORTING PROCESS

- 1) PI's, MANAGERS, OR SUPERVISORS MUST SUBMIT** a completed [Supervisor's Injury Investigation Report](#) to Caltech's Disability and Leave Administration: leaveunit@caltech.edu as soon as possible, not to exceed three (3) days from when the actual incident/illness occurred.
- 2) CALTECH'S DISABILITY AND LEAVE ADMINISTRATION UNIT (DLAU)** will provide injured employees direct assistance including all necessary forms. See the [DLAU Reporting and Managing an Injury in the Workplace Process](#) for further information.

FAQ's

1. What happens when I call 5000?

Over the phone, Campus Security will request all pertinent information such as your name, call back number, location of the situation, and the nature/extent of injury, incident, or accident. Campus Security will call 911 if needed, then go to the field location, assess the situation, and provide necessary assistance given the circumstance.

2. Why call x5000 and NOT call 911?

Campus Security contacts 911 directly on behalf of on-campus emergencies and escorts emergency responders who are not knowledgeable about campus buildings/locations.

3. I have further questions about this topic. Whom do I call?

Please reach out to [Student Affairs](#), leaveunit@caltech.edu or safety@caltech.edu.

4. Is it ever too late to report an incident?

NO, it is never too late. Remedy and continued care for the affected individual is the overriding goal.

5. Are students treated differently than employees of Caltech?

For emergency response and first aid, there is no difference. Contact [Student Affairs](#), leaveunit@caltech.edu or safety@caltech.edu for further assistance.