

## Casualty event table

Code	Casualty event
<b>01</b>	<b>Capsizing/Listing</b>
<b>0101</b>	Capsizing
<b>0102</b>	Listing
<b>02</b>	<b>Collision</b>
<b>0102</b>	With other ship
<b>0202</b>	With multiple ships
<b>0203</b>	With ship not underway
<b>03</b>	<b>Contact</b>
<b>0301</b>	Floating object
030101	Cargo
030102	Ice
030103	Other
030104	Unknown
<b>0302</b>	Fixed object
<b>0303</b>	Flying object
<b>04</b>	<b>Damage to ship or equipment</b>
<b>05</b>	<b>Grounding/stranding</b>
<b>0501</b>	Drift
<b>0502</b>	Power
<b>06</b>	<b>Fire/Explosion</b>
<b>0601</b>	Fire
<b>0602</b>	Explosion
<b>07</b>	<b>Flooding/Foundering</b>
<b>0701</b>	Foundering
<b>0702</b>	Flooding
070201	Progressive
070202	Massive
<b>08</b>	<b>Hull failure</b>
<b>09</b>	<b>Loss of control</b>
<b>0901</b>	Loss of electrical power
<b>0902</b>	Loss of propulsion power
<b>0903</b>	Loss of directional control
<b>0904</b>	Loss of containment <sup>1</sup>
<b>10</b>	<b>Missing</b>
<b>11</b>	<b>Non-accidental event</b>
<b>1101</b>	Acts of war
<b>1102</b>	Criminal acts
<b>1103</b>	Illegal discharge
<b>1104</b>	Other

<sup>1</sup> It includes for example any cargo damage or lost overboard, oil spills and atmospheric pollution not caused by any other casualty event.