## The Color Codes utilized by the RBTA Best Practice Guidelines are:

- Condition Black the color code utilized for unmodified, conventional weapons and ammunition (there is a single caveat for highly controlled Role Player props and weapons discussed in greater detail elsewhere in the RBTA Best Practices Guidelines).
- Condition Grey (Battleship Grey) the color code utilized for Lethal Training Ammunition.
- Condition White the color code utilized for firearms that are modified for, or loaded, with Unhardened Structure Target Ammunition as well as that category of ammunition. USTA has the capacity to cause serious injury or death.
- Condition Orange the color code utilized for firearms or other technologies loaded with Extended Range Impact Munitions or otherwise designed or configured for use in pain compliance such as "bean bag" rounds, rubber bullets, any other kinetic energy devices, chemical agents, TASERs, etc.
- Condition Blue the color code utilized for firearms and ammunition, as well as other training devices, designed or converted for use in opposed force training.
- Condition Yellow the color code utilized for firearms and other training devices designed or dedicated for use with blanks or other report generating technologies, as well as the actual Blank Training Ammunition.
- Condition Green the color code utilized for firearms that are unloaded and *temporarily* rendered *incapable* of firing any type of ammunition (aka "cold" firearms) Note: and empty firearm is NOT a cold weapon. It is an unloaded HOT weapon.
- Condition Red the color code utilized for inert firearms or other inert training devices.
- Condition Purple the color code utilized for firearms and other training devices designed or converted for use with any sort of LASER emitting device.
- Condition Pink the color code reserved for Distance Sedation devices such as tranquilizer guns (TranquiLife device).
- Condition Brown the generic category referring to Unknown Generic Ammunition or other unidentifiable and potentially dangerous items, and to a container into which those items might be placed as a means to secure and sequester them such as a dedicated Condition Brown container