

INCIDENT TYPES

FIRE – 100

STRUCTURE FIRE

- 111 Building fire
- 112 Structures other than in a building
- 113 Cooking, confined to container
- 114 Chimney or flue, confined to chimney/flue
- 115 Incinerator overload/malfunction, fire confined
- 116 Fuel burner/boiler malfunction, fire confined
- 117 Commercial compactor fires, confined to rubbish
- 118 Trash/rubbish fire in a structure, confined

FIRE IN MOBILE PROPERTY USED AS A FIXED STRUCTURE

- 121 Mobile home (Manufactured) used as a fixed residence
- 122 Motor home, camper, RV, fixed location
- 123 Portable building, fixed location
- 120 Mobile property used as a fixed structure, other

MOBILE PROPERTY (VEHICLE) FIRE

- 131 Passenger vehicle
- 132 Road freight or transport vehicle
- 133 Rail vehicle
- 134 Water vehicle
- 135 Aircraft vehicle
- 136 Motor home or RV (Class A, B or C)
- 137 Camper or RV, towed
- 138 Off-road vehicle or heavy equipment
- 130 Mobile Property (vehicle) fire, other

NATURAL VEGETATION FIRE

- 141 Forest, wood, or Wildland
- 142 Brush or brush/grass mixture
- 143 Grass
- 140 Natural vegetation fire, other

OUTSIDE RUBBISH FIRE

- 151 Outside rubbish/trash/waste (Includes campfires & brush piles)
- 152 Garbage dump/sanitary landfill
- 153 Construction/demolition landfill
- 154 Dumpster/other outside trash receptable
- 155 Outside fixed compactor/compacted trash
- 150 Outside rubbish fire, other

SPECIAL OUTSIDE FIRE

- 161 Outside stored property (Includes hay bales)
- 162 Outside equipment
- 163 Outside gas/vapor combustion explosion
- 164 Outside mailbox
- 160 Special outside fire, other (Includes mulch/bark fires)

CULTIVATED VEGETATION, CROP FIRE (NOT HARVESTED)

- 171 Cultivated grain/crop
- 172 Cultivated orchard/vineyard
- 173 Cultivated trees/nursery stock
- 170 Cultivated vegetation, crop fire, other

FIRE, OTHER

- 100 Fire, other

****Codes ending in '0' (i.e., 100, 120, 130 etc.) should ONLY be used when other codes don't apply.**



OVERPRESSURE RUPTURE, EXPLOSION, OVERHEAT (NO SIGNS OF FIRE) – 200

OVERPRESSURE RUPTURE FROM STEAM (NO FIRE)

- 211 Overpressure rupture of steam pipe or pipeline
- 212 Overpressure rupture of steam boiler
- 213 Steam rupture of pressure or process vessel
- 210 Overpressure rupture from steam, other

OVERPRESSURE RUPTURE FROM AIR OR GAS (NO FIRE)

- 221 Overpressure rupture of air or gas pipe/pipeline
- 222 Overpressure rupture of boiler from air or gas
- 223 Air or gas rupture of pressure process vessel
- 220 Overpressure rupture from air or gas, other

OVERPRESSURE RUPTURE, CHEMICAL REACTION (NO FIRE)

- 231 Chemical reaction rupture of pressure/process vessel

EXPLOSION (NO FIRE)

- 241 Munitions or bomb explosions
- 242 Blasting agent explosions
- 243 Fireworks explosion, all classes
- 244 Dust explosions
- 240 Explosion, other

EXCESSIVE HEAT, SCORCH BURNS WITH NO IGNITION

- 251 Excessive heat, scorch burns with no ignition
(Excludes lightning strikes with no ensuing fire)

****Codes ending in '0' (i.e., 100, 120, 130 etc.) should ONLY be used when other codes don't apply.**



RESCUE & EMS – 300

MEDICAL ASSIST

311 Medical assist, assist EMS crew

EMERGENCY MEDICAL SERVICE (EMS) INCIDENT

321 EMS call (Excludes vehicle accident with injury)

322 Vehicle accident with injuries

323 Motor vehicle/pedestrian accident

324 Motor vehicle accident with no injuries

320 Emergency medical service incidents, other

LOCK-IN

331 Lock-in, (Includes vehicles. If lock-out, use 511)

SEARCH FOR LOST PERSON

341 Search for person on land

342 Search for person in water

343 Search for person underground

340 Search for lost person, other

EXTRICATION, RESCUE

351 Extrication of victim(s) from building/structure

352 Extrication of victim(s) from vehicle

353 Removal of victim(s) from stalled elevator

354 Trench/below grade rescue

353 Confined space rescue

356 High angle rescue

357 Extrication of victim(s) from machinery

350 Extrication, rescue, other

WATER OR ICE-RELATED RESCUE

361 Swimming/recreational water area rescue

362 Ice rescue

363 Swift water rescue

364 Surf rescue

365 Watercraft rescue

360 Water or ice-related rescue, other

ELECTRICAL RESCUE

371 Electrocution or potential electrocution

372 Trapped by power lines

370 Electrical rescues, other

RESCUE OR EMS STANDBY

381 Rescue or EMS standby; hazardous conditions

RESCUE, EMERGENCY MEDICAL SERVICE (EMS) INCIDENT, OTHER

300 Rescue and EMS incident, other

****Codes ending in '0' (i.e., 100, 120, 130 etc.) should ONLY be used when other codes don't apply.**



HAZARDOUS CONDITION (NO FIRE)

– 400

COMBUSTIBLE/FLAMMABLE SPILL & LEAKS

- 411** Gasoline or other flammable liquid spill, Class I
- 412** Gas leak (Natural gas or LPG)
- 413** Oil or other combustible liquid spill, Class II or III
- 410** Combustible and flammable gas or liquid spills or leaks, other

CHEMICAL RELEASE, REACTION OR TOXIC CONDITION

- 421** Chemical hazard (no spill or leak)
- 422** Chemical spill or leak
- 423** Refrigeration leak
- 424** Carbon monoxide incident
- 420** Toxic chemical condition, other

RADIOACTIVE CONDITION

- 431** Radiation leak, radioactive material
- 430** Radioactive conditions, other

ELECTRICAL WIRING/EQUIPMENT PROBLEM

- 441** Heat from short circuit (wiring), defective/worn insulation
- 442** Overheated motor or wiring
- 443** Light ballast breakdown
- 444** Power line down
- 445** Arching, shorted electrical equipment
- 440** Electrical wiring/equipment problem, other

BIOLOGICAL HAZARD

- 451** Biological hazard, confirmed or suspected

ACCIDENT, POTENTIAL ACCIDENT

- 461** Building or structure weakened or collapsed
- 462** Aircraft standby
- 463** Vehicle accident, general cleanup
- 460** Accident, potential accident, other

EXPLOSIVE, BOMB REMOVAL

- 471** Explosive, bomb removal (**bomb scare use 721**)

ATTEMPTED BURNING, ILLEGAL ACTION

- 481** Attempt to burn
- 482** Threat to burn
- 480** Attempted burning, illegal action, other

****Codes ending in '0' (i.e., 100, 120, 130 etc.) should ONLY be used when other codes don't apply.**



SERVICE CALL – 500

PERSON IN DISTRESS

- 511 Lock-out (If lock-in, use 331)
- 512 Ring or jewelry removal, no transport to hospital
- 510 Person in distress, other

WATER PROBLEM

- 521 Water (not people) evacuation
- 522 Water or steam leak (Includes open hydrants)
- 520 Water problem, other

SMOKE PROBLEM

- 531 Smoke or odor removal

ANIMAL PROBLEMS OR RESCUE

- 541 Animal problem
- 542 Animal rescue
- 540 Animal problems or rescue, other

PUBLIC SERVICE ASSISTANCE

- 551 Assist police or other governmental agency
- 552 Police matter
- 553 Public service, not governmental agencies
- 554 Assist invalid, no medical treatment given
- 555 Defective elevator, no occupants
- 550 Public service assistance, other

UNAUTHORIZED BURNING

- 561 Unauthorized burning

COVER ASSIGNMENT, STANDBY AT FIRE STATION

- 571 Cover assignment, standby, move up

GOOD INTENT CALL – 600

DISPATCHED AND CANCELED EN ROUTE

- 611 Dispatched & canceled en route
(Enter **93-canceled en route ONLY** under **Action Taken**)

WRONG LOCATION, NO EMERGENCY FOUND

- 621 Wrong location
- 622 No incident found on arrival at dispatch address

CONTROLLED BURNING

- 631 Authorized controlled burning
- 632 Prescribed fires (prior written/approved fire plan)

VICINITY ALARM

- 641 Vicinity alarm (incident in other location)

STEAM, OTHER GAS MISTAKEN FOR SMOKE

- 651 Smoke scare, odor of smoke, not steam
- 652 Steam, vapor, fog, or dust thought to be smoke
- 653 Smoke from barbecue, tar kettle (not hostile fire)

EMS CALL WHERE PARTY HAS BEEN TRANSPORTED

- 661 EMS call, patient transported by non-fire agency

HAZMAT RELEASE INVESTIGATION WITH NO HAZMAT

- 671 Hazmat release investigation w/no hazmat found
- 672 Biological hazard, none found

GOOD INTENT CALL, OTHER

- 660 Good intent call, other

****Codes ending in '0' (i.e., 100, 120, 130 etc.) should ONLY be used when other codes don't apply.**



FALSE ALARM/FALSE CALL – 700

MALICIOUS, MISCHIEVOUS FALSE ALARM

- 711 Municipal alarm system, malicious false alarm
- 712 Direct ties to FD, malicious false alarm
- 713 Telephone, malicious false alarm
- 714 Central station, malicious false alarm
- 715 Local alarm system, malicious false alarm
- 710 Malicious, mischievous false alarm, other

BOMB SCARE

- 721 Bomb scare – no bomb

SYSTEM OR DETECTOR MALFUNCTION

- 731 Sprinkler activation, system malfunction/failure
- 732 Extinguishing system activation, malfunction
- 733 Smoke detector activation, malfunction
- 734 Heat detector activation, malfunction
- 735 Alarm system activation, malfunction
- 736 CO detector activation, malfunction
- 730 System or detector malfunction, other

UNINTENTIONAL ALARM, INCLUDING TESTING/ROPER STIMULI

- 741 Sprinkler activation, no fire – unintentional
- 742 Extinguishing system activation
- 743 Smoke detector activation, no fire – unintentional
- 744 Detector activation, no fire – unintentional
- 745 Alarm system activation, no fire – unintentional
- 746 CO detector activation, no CO
- 740 Unintentional transmissions of alarm, other

BIOLOGICAL HAZARD

- 751 Biological hazard, malicious false report

FALSE ALARM AND FALSE CALL, OTHER

- 700 False alarm or false call, other

SEVERE WEATHER & NATURAL DISASTER – 800

SEVERE WEATHER & NATURAL DISASTER

- 811 Earthquake assessment, not rescue/other service
- 812 Flood assessment, not water rescue
- 813 Windstorm, tornado/hurricane assessment
- 814 Lightning strike (no fire), Includes investigation
- 815 Severe weather or natural disaster standby
- 800 Severe weather or natural disaster, other

SPECIAL INCIDENT TYPE – 900

CITIZEN COMPLAINT

- 911 Citizen complain (Includes code/ordinance violations)
- 900 Special type of incident, other

****Codes ending in ‘0’ (i.e., 100, 120, 130 etc.) should ONLY be used when other codes don’t apply.**



Additional coding questions and/or assistance, please contact (208) 334-4372