# **FIREWORKS**

It is recommended to fill out all fields for a comprehensive incident report.

|  | Modu                   | les   |
|--|------------------------|---|
| Mandatory:                                 | Basic<br>Fire or Wildl | and   |
| Mandatory if oc                            | curs:                  |   |
|  | (Civilian Mo           | re Service Casualty<br>dule if it's in your jurisdiction)<br>the fire occurred in a building) |
| Recommend if o                             | occurs:                |   |
|  | EMS                    |   |
|  | Arson                  |   |
| Optional:                                  | Apparatus/Personnel    |   |
| Fireworks Structure                        | Fire                   | Forest, Brush, Grass, or Crops F  |
| <b>111</b> – Building                      |                        | 141 – Forest, woods, wildland   |
| <b>112</b> – Non-building structures       |                        | 142 – Brush, Brush/grass mixtu  |
| 121 – Mobile home residence                |                        | <b>143</b> – Grass  |
| 122 – Motor home/Camper fixed<br>Residence |                        | <b>171</b> – Cultivated grain, crop   |
| <b>123</b> – Fixed portable                | huilding               | <ul> <li>172 – Cultivated orchard, viney</li> <li>173 – Cultivated trees, nursery</li> </ul>  |
| <b>123</b> – Fixeu pultable                | bullullig              | <b>1</b> 75 - Cultivateu trees, hursery   |

**No Fire 243 –** Fireworks explosion (no fire)

| Injuries: | Caused by Fire               | EMS   |
|-----------|------------------------------|---|
|           | Complete casualty field on   | 311 – Medical Assist, assist EMS Agency             |
|           | the Basic Module and         | 321 – EMS Call, excluding vehicle accident w/injury |
|           | complete Casualty Module for |   |
|           | each civilian                |   |

## **Basic Module**

**Incident Types:** 

- Alarm, Arrival, and Last Unit Cleared dates/times.
- If the latitude and longitude can be pinpointed, enter that information in the Wildland Fire Module instead of entering address/direction. If the fire is on someone's land, us their address and address type when necessary.
- Mutual Aid. Idaho Department of Lands and National Forest, use Other Aid Given
- Estimated Dollar Losses & Values are estimates and are required for all fires. Record damage to vegetation, crops, etc.
- Resources
- Property Use
- Narrative. Include information like type of fireworks (if known). If children were involved.

Fireworks

## Fire Module

Fire Module is required for Incident Types **110** – **112**, **120** – **138**, **141** – **143** and **161** – **164** Wildland Module is an option in place of the Fire Module for vegetation fires. \*See Wildland Module

- Number of Residential (Structure fires only)
- Number of Building (Structure fires only)
- Acres Burned (For vegetation fires)
- On-Site Materials (significant amount of commercial, industrial, energy or agricultural products/materials were on-site)
- Area of Origin
- Heat Source (54 Fireworks; 50 Explosive, fireworks, other for exploding targets)
- Item First Ignited
- Type of Material First Ignited
- Cause of Ignition (intentional, unintentional)
- Factors Contributing to Ignition
- Human Factors Contributing to Ignition

## Wildland Module

Option for Incident Types **141 – 143** and **161 – 164**. Wildland is best to use for Incident Types **171 – 173**. Required fields:

- Alternate Location Specification (required if location does not have an address). <u>www.maps.google.com</u> can assist with the pinpoint.
- Area Type (Urban, Rural, Wildland)
- Wildland Fire Cause (0 Other)
- Human Factors Contributing to Ignition
- Factors Contributing to Ignition
- Heat Source
- Number of Buildings Ignited or Threatened. A separate exposure report must be done for each exposure.
- Total Acres Burned
- Report any crops that burned

### Structure Module

Structure Module is required for Incident Types **110 – 112** and **120 – 138**:

- Structure Type and Building Status
- Building Height, # of stories
- Total Square Footage OR Building Length and Width (Zillow and websites alike have this information)
- Story of Fire Origin, Fire Spread and Stories Damaged
- Materials Contributing to Flame Spread. If materials are different than what is selected in the Fire Module. If it's the same material. Check the box "No Flame Spread".
- Detectors. The sequence goes left to right, then the next row. If Undetermined, None, or Unknown is selected, do not move on to the next box.
- Automatic Extinguishing System. Same sequence and stop when Undetermined is selected.

### **Civilian Fire Casualty Module**

Module is required when there is a citizen injured or death by the fire. Must be completed by the AHJ. Departments that gave aid does not fill this out.

(One module per civilian fire casualty)

## Fire Service Casualty Module

This module is required when an injury, death, or exposure to the department's own Fire Service Personnel because of an incident.

(One module should be completed for each person if there are multiple injuries, deaths, or exposures)

### **EMS Module**

For EMS calls (300-series code), complete one EMS module for each citizen involved. Required fields:

- Date/Time
- Provider Impression/Assessment
- Age of Patient
- Gender
- Human Factors (if applicable)
- Body Site & Injury Type (up to 5)
- Cause of Illness/Injury 21 Explosives (excludes fireworks) or 25 Fireworks
- Initial Level of Provider

#### **Arson Module**

The Arson Module is only allowed for Incident types: **100 – 173**. Fill out **ALL** the fields completely.

Fire Module: The "Fire Cause" must be either **1** – **Intentional** or **5** – **Cause under Investigation**. Wildland Module: The Wildland Fire Cause must be **7** – **Incendiary**.