

INCIDENT TYPE	# INCIDENTS
Station: ST1 - STATION 1	
111 - Building fire	6
113 - Cooking fire, confined to container	1
118 - Trash or rubbish fire, contained	3
123 - Fire in portable building, fixed location	1
131 - Passenger vehicle fire	1
132 - Road freight or transport vehicle fire	1
140 - Natural vegetation fire, other	3
142 - Brush or brush-and-grass mixture fire	8
143 - Grass fire	8
151 - Outside rubbish, trash or waste fire	1
153 - Construction or demolition landfill fire	2
162 - Outside equipment fire	1
251 - Excessive heat, scorch burns with no ignition	2
311 - Medical assist, assist EMS crew	2
320 - Emergency medical service, other	3
321 - EMS call, excluding vehicle accident with injury	202
322 - Motor vehicle accident with injuries	21
323 - Motor vehicle/pedestrian accident (MV Ped)	1
324 - Motor vehicle accident with no injuries.	27
341 - Search for person on land	1
400 - Hazardous condition, other	2
412 - Gas leak (natural gas or LPG)	8
440 - Electrical wiring/equipment problem, other	1
444 - Power line down	1
511 - Lock-out	5
522 - Water or steam leak	1
531 - Smoke or odor removal	1
550 - Public service assistance, other	1
551 - Assist police or other governmental agency	6
553 - Public service	14
554 - Assist invalid	3
561 - Unauthorized burning	2
611 - Dispatched & cancelled en route	24
622 - No incident found on arrival at dispatch address	2
631 - Authorized controlled burning	1
651 - Smoke scare, odor of smoke	3
652 - Steam, vapor, fog or dust thought to be smoke	1
700 - False alarm or false call, other	2
733 - Smoke detector activation due to malfunction	3
735 - Alarm system sounded due to malfunction	2
736 - CO detector activation due to malfunction	3
743 - Smoke detector activation, no fire - unintentional	8
745 - Alarm system activation, no fire - unintentional	4
746 - Carbon monoxide detector activation, no CO	3
812 - Flood assessment	4
814 - Lightning strike (no fire)	1
900 - Special type of incident, other	11

Incidents for ST1 - Station 1:

412

Only REVIEWED incidents included.