

**CITY OF ROSEBURG FIRE DEPARTMENT
EMERGENCY RESPONSE SUMMARY
FOR THE YEAR 2006**

FUNCTION	2005	2006	PERCENTAGE
Fires (structure, mobile, trash, grass)	180	187	4.9%
Medical Aid/Rescue Calls	2491	2384	62.5%
HazMat Condition/Situation	195	196	5.1%
Public Service	266	321	8.4%
False Calls	165	172	4.5%
Good Intent	505	543	14.2%
Rescue	6	9	.2%
Total Calls	3808	3812	100%

	2005	2006
Total of Estimated Value Exposed	\$165,644,859	\$39,821,844
Total of Estimated Value Loss	\$934,266	\$585,064

Mutual Aid	2005	2006
GIVEN TO OTHER DEPARTMENTS	22	12
RECEIVED BY OUR DEPARTMENT	13	12

RESPONSE TIMES FOR THE YEAR OF 2006

RESPONSE TIMES – ALL CALLS						
TYPE	AVERAGE		75 TH PERCENTILE		90 TH PERCENTILE	
	2005	2006	2005	2006	2005	2006
Call Processing Interval	1:11	:57	1:17	1:02	1:50	1:38
Reflex Interval	1:20	1:25	1:47	1:50	2:21	2:24
1 st Engine Travel Interval	3:24	3:20	4:19	4:20	5:33	5:40
Customer Interval	5:55	5:42	6:58	6:48	8:24	8:15
1 st Engine On-Scene Time	4:44	4:45	5:53	5:53	7:11	7:17

RESPONSE TIMES – CODE 3 ONLY						
TYPE	AVERAGE		75 TH PERCENTILE		90 TH PERCENTILE	
	2005	2006	2005	2006	2005	2006
Call Processing Interval	1:09	:56	1:17	1:02	1:49	1:35
Reflex Interval	1:17	1:21	1:44	1:47	2:17	2:20
1 st Engine Travel Interval	3:15	2:09	4:12	4:09	5:22	5:19
Customer Interval	5:41	4:27	6:46	6:29	8:01	7:47
1 st Engine On-Scene Time	4:32	3:31	5:41	5:37	6:49	6:53

RESPONSE TIMES – OOA						
TYPE	AVERAGE		75 TH PERCENTILE		90 TH PERCENTILE	
	2005	2006	2005	2006	2005	2006
Call Processing Interval	1:12	:58	1:20	:58	2:02	1:38
Reflex Interval	1:04	1:21	1:25	1:48	1:52	2:29
1 st Engine Travel Interval	4:48	5:00	5:51	6:13	7:08	7:20
Customer Interval	7:04	7:19	8:15	8:27	9:38	10:07
1 st Engine On-Scene Time	5:52	6:21	7:01	7:39	8:15	8:48

RESPONSE TIMES – NON-CODE 3						
TYPE	AVERAGE		75 TH PERCENTILE		90 TH PERCENTILE	
	2005	2006	2005	2006	2005	2006
Call Processing Interval	1:21	:58	1:22	1:03	2:05	1:44
Reflex Interval	1:32	1:35	1:55	2:00	2:39	2:33
1 st Engine Travel Interval	4:10	3:45	5:21	5:08	7:32	6:41
Customer Interval	7:01	6:19	8:16	7:43	10:43	9:47
1 st Engine On-Scene Time	5:41	5:21	7:04	6:45	9:04	8:37

*Note – First digit equals minutes, second digit equals seconds