



DATE: November 8, 2017
TO: Honorable Mayor and Council Members
FROM: Aimee New, Fire Chief
SUBJECT: Monthly Report October 2017 - Sonora Fire Department

Emergency Incidents:

1. Sonora City Fire units responded to a total of 143 calls for service in October.
2. Sonora City units responded to emergency calls for service as follows:

• Alarm system sounded, no fire unintentional	2
• Assist invalid	5
• Assist police or other government agency	1
• Brush, or brush and grass mixture fire	1
• Building Fire	1
• Carbon monoxide incident	1
• Dispatched & Canceled en route	16
• EMS call, excluding vehicle accident	80
• False alarm - cancelled en route	2
• False alarm or false call, other	3
• Forest, Woods, or wild land fire	1
• Gas leak	1
• Hazmat release investigation w/no hazmat	1
• Lock-out	1
• Motor vehicle accident with no injuries	2
• No incident found on arrival at dispatch	3
• Oil or other combustible liquid spill	1
• Person in distress, other	2
• Police matter	1
• Public service assistance, other	1
• Smoke detector activation due to malfunction	2
• Smoke or odor removal	1
• Trash or rubbish fire, contained	1
• Unauthorized burning	1
• Vehicle accident with injuries	12
Total	143

3. Monthly dollar loss, resulting from fire: **\$1000.00**
4. The average response time during the month of October was **4.22** minutes.

Training Summary Excluding Outside Training:	Hours
Administration	
Fire Chief	9
Administrative Assistant	24
Administration total hours	33
A-Shift	
Captain Slusher	0
Engineer Piche	9.5
FF Mayo-Corallo	40
FF Figley	47.5
FF Burroughs	0
A-Shift total hours	97
B-Shift	
Captain Gregory	18.5
Engineer Mandell	57.5
FF Hernandez	12
B-Shift total hours	88
C-Shift	
Captain Rhoades	37
Engineer Lunde	63
FF Espino	18
FF Hagstrom	25
C-Shift total hours	143
Relief/Volunteer	
Relief Engineer Kerrigan	40
Volunteer FF Woodson	0
Volunteer FF Class	0
Relief Engineer Brockmire	0
Relief Engineer Brassfield	0
Volunteer FF Teran	0
Relief/Volunteer total hours	40
Department total Training Hours	401

Significant Events