



## DOCUMENTING FIREWORKS-RELATED INCIDENTS IN NFIRS

### BASIC MODULE – INCIDENT TYPES

- Fires that occur as a result of fireworks should use incident type codes in the **100 series (Fire)**.
- For an explosion due to fireworks, but with no resulting fire, use code **243 – Fireworks explosion (no fire)**.
- For Injuries that occur as a result of fireworks, use appropriate incident types in the **300 series**, such as **311 – Medical Assist, assist EMS Crew** or **321 – EMS Call, excluding vehicle accident w/ injury**.

### FIRE MODULE

- The Fire Module is always required for Incident Types: **110 – 112, 120 – 138, and 161 – 164**.
- This module is optional (but recommended) for incident types: **113 – 118**.
- If the **Wildland Module** is not completed *in place of* the Fire Module, then the Fire Module **must** be completed for incident types: **140 – 143, 160, and 170 – 173**.
- In **Section D- Ignition** you will identify the **Heat Source (D2)** as **54 – Fireworks**. This code includes sparklers, paper caps, party poppers, and firecrackers.

### CIVILIAN FIRE CASUALTY MODULE

- **Must** be completed if a civilian casualty results from a fire!

### FIRE SERVICE CASUALTY MODULE

- **Must** be completed when an injury, death, or exposure to Fire Service Personnel occurs as a result of an incident! One must be completed for each person if there are multiple injuries, deaths, or exposures!

### WILDLAND MODULE

- If the Fire Module is not used in place of the Wildland Module, then the Wildland Fire Module **must** be completed for incident types: **140 – 143, 160, and 170-173**.
- Just like the Fire Module, you will further define this as a Fireworks-related incident in **Section E – Heat Source**, with **54 – Fireworks**.

### EMS MODULE

- If the incident type was a fireworks-related EMS call (300-series code), this module is required.
- Use **25 – Fireworks, injuries caused by pyrotechnics designed or used for display purposes** in **Section H3 – Cause of Illness/Injury**.

### ARSON MODULE

- The Arson Module is only allowed for Incident types: **100 – 173**, with the **“Fire Cause”** field code in the Fire Module being either **“1 – Intentional”**, **“5 – Cause under Investigation.”**
- If the optional Wildland Module was used in place of the Fire Module, the **Wildland Fire Cause** must be coded as **“7 – Intentional.”**
- In **Section H – Incendiary Devices**, check the box for **16 – Pyrotechnic material** or **17 – Explosive material**.