INCIDENT TYPES

STRUCTURE FIRE
111 Building Fire
112 Fires in structures other than a building
113 Cooking fire, confined to container
114 Chimney or flue fire, confined to chimney or flue
115 Incinerator malfunction fire, fire confined
116 Fuel burner/boiler Malfunction fire confined
117 Commercial compactor fire, confined to rubbish
118 Trash/rubbish fire in a structure with no flame damage

FIRE IN MOBILE PROPERTY USED AS A FIXED STRUCTURE
121 Fire in mobile home used a fixed residence
122 Fire in motor home, camper, RV, fixed location
123 Fire in portable building, fixed location
120 Fire in mobile property used as a fixed structure

MOBILE PROPERTY (VEHICLE) FIRE
131 Passenger vehicle fire
132 Road freight or transport vehicle fire
133 Rail vehicle fire
134 Water vehicle fire
135 Aircraft vehicle fire
136 Self-propelled motor home or RV fire
137 Camper or RV, towed
138 Off-road vehicle or heavy equipment fire
130 Mobile property (vehicle) fire, other

NATURAL VEGETATION FIRE
141 Forest, woods, or Wildland fire
142 Brush or brush-grass mix fire
143 Grass Fire
140 Natural vegetation fire, other

OUTSIDE RUBBISH FIRE
151 Outside rubbish/trash/waste fire (includes brush piles)
152 Garbage dump or sanitary landfill fire
153 Construction or demolition landfill fire
154 Dumpster or other outside trash receptacle fire
155 Outside fixed compactor/compacted trash fire
150 Outside rubbish fire, other

SPECIAL OUTSIDE FIRE
161 Outside stored property fires (Including hay bales)
162 Outside equipment fire
163 Outside gas or vapor combustion explosion
164 Outside mailbox fire
160 Special outside fire, other (including mulch/beauty bark fires)

CULTIVATED VEGETATION/CROP FIRE (NOT HARVESTED)
171 Cultivated grain or crop fire
172 Cultivated orchard or vineyard fire
173 Cultivated trees or nursery stock fire
170 Cultivated vegetation, crop fire, other

FIRE – OTHER
100 Fire, other

NOTE: Codes ending in ‘0’ should be used ONLY when no other code fits or truly applies.
OVERPRESSURE RUPTURE, EXPLOSION, OVERHEAT (NO FIRE)

OVERPRESSURE RUPTURE FROM STEAM (NO ENSUING FIRE)
211 Overpressure rupture of steam pipe or pipeline
212 Overpressure rupture of steam boiler
213 Steam rupture of pressure or process vessel
210 Overpressure rupture from steam, other

OVERPRESSURE RUPTURE FROM AIR OR GAS (NO FIRE)
221 Overpressure rupture of air or gas pipe/pipeline
222 Overpressure rupture of boiler from air or gas
223 Air or gas rupture of pressure or process vessel
220 Overpressure rupture from air or gas, other

OVERPRESSURE RUPTURE FROM CHEMICAL REACTION
(NO ENSUING FIRE)
231 Chemical reaction rupture of pressure/process vessel

EXPLOSION (NO FIRE)
241 Munitions or bomb explosions (No fire)
242 Blasting agent explosion (no fire)
243 Fireworks explosion (no fire), all classes
244 Dust explosion
240 Explosion (no fire), other

EXCESSIVE HEAT, SCORCH BURNS WITH NO IGNITION
251 Excessive heat, scorch burns with no ignition
   (Excludes lightning strikes with no ensuing fire)

OVERPRESSURE RUPTURE, EXPLOSION, OVERHEAT, OTHER
200 Overpressure rupture, explosion, overheat, other

NOTE: Codes ending in ‘0’ should be used ONLY when no other code fits or truly applies.
RESCUE & EMS

MEDICAL ASSIST
311 Medical assist, assist EMS crew

EMERGENCY MEDICAL SERVICE (EMS) INCIDENT
321 EMS call, excluding vehicle accident with injury
322 Vehicle accident with injuries
323 Motor vehicle/pedestrian accident
324 Motor vehicle accident with no injuries
320 Emergency medical service incident, other

LOCK-IN
331 Lock-in, includes vehicles (if lock-out, use 511)

SEARCH FOR LOST PERSON
341 Search for lost person on land
342 Search for lost person in water
343 Search for person underground
340 Search for lost person, other

EXTRICATION, RESCUE
351 Extrication of victim(s) from Building/structure
352 Extrication of victim(s) from vehicle
353 Removal of victim(s) from stalled elevator
354 Trench/below grade rescue
355 Confined space rescue
356 High angle rescue
357 Extrication of victim(s) from machinery
350 Extrication, rescue, other

WATER OR ICE-RELATED RESCUE
361 Swimming/recreational water area rescue
362 Ice rescue
363 Swift water rescue
364 Surf rescue
365 Watercraft rescue
360 Water and ice-related rescue, other

ELECTRICAL RESCUE
371 Electrocution or potential electrocution
372 Trapped by power lines
370 Electrical rescue, other

RESCUE OR EMS STANDBY
381 Rescue or EMS standby; hazardous conditions

RESCUE, EMERGENCY MEDICAL SERVICE (EMS) INCIDENT, OTHER
300 Rescue and EMS incident, other

NOTE: Codes ending in ‘0’ should be used ONLY when no other code fits or truly applies.
# HAZARDOUS CONDITION – NO FIRE

## COMBUSTIBLE/FLAMMABLE SPILLS & LEAKS
- **411** Gasoline or other flammable Liquid spill, Class I
- **412** Gas leak (natural gas or LPG)
- **413** Oil or other combustible Liquid spill, Class II or III
- **410** Combustible and flammable gas or liquid spills or leaks, other

## CHEMICAL RELEASE, REACTION OR TOXIC CONDITION
- **421** Chemical hazard (no spill or leak)
- **422** Chemical spill or leak
- **423** Refrigeration leak
- **424** Carbon monoxide incident
- **420** Toxic chemical condition, other

## RADIOACTIVE CONDITION
- **431** Radiation leak, radioactive material
- **430** Radioactive condition, other

## ELECTRICAL WIRING/ EQUIPMENT PROBLEM
- **441** Heat from short circuit (wiring), defective/worn insulation
- **442** Overheated motor or wiring
- **443** Breakdown of light ballast
- **444** Power line down
- **445** Arcing, shorted electrical equipment
- **440** Electrical wiring/equipment problem, other

## BIOLOGICAL HAZARD
- **451** Biological hazard, confirmed or suspected

## ACCIDENT, POTENTIAL ACCIDENT
- **461** Building or structure weakened or collapsed
- **462** Aircraft standby
- **463** Vehicle accident, general cleanup
- **460** Accident, potential accident, other

## EXPLOSIVE, BOMB REMOVAL
- **471** Explosive, bomb removal
  (For Bomb Scare, use 721)

## ATTEMPTED BURNING, ILLEGAL ACTION
- **481** Attempt to burn a person
- **482** Threat to burn a person
- **480** Attempted burning, illegal action, other

## HAZARDOUS CONDITION, OTHER
- **400** Hazardous condition (no fire), other

---

**NOTE:** Codes ending in ‘0’ should be used ONLY when no other code fits or truly applies.
SERVICE CALL

PERSON IN DISTRESS
511  Lock-out
512  Ring or jewelry removal, no transport to hospital
510  Person in distress, other

WATER PROBLEM
521  Water (not people) evacuation
522  Water or steam leak (including open hydrants)
520  Water problem, other

SMOKE PROBLEM
531  Smoke or odor removal

ANIMAL PROBLEM OR RESCUE
541  Animal problem
542  Animal rescue
540  Animal problem or rescue, other

PUBLIC SERVICE ASSISTANCE
551  Assist police or other governmental agency
552  Police matter
553  Public service, not governmental agencies
554  Assist invalid, no medical treatment given
555  Defective elevator, no occupants
550  Public service assistance, other

UNAUTHORIZED BURNING
561  Unauthorized burning

COVER ASSIGNMENT, STANDBY AT FIRE STATION
571  Cover assignment, standby

SERVICE CALL, OTHER
500  Service call, other

CANCELED – GOOD INTENT

DISPATCHED & CANCELED EN ROUTE
611  Dispatched & canceled en-route
(Enter Action Taken of 93- Canceled En-route)

WRONG LOCATION, NO EMERGENCY FOUND
621  Wrong location
622  No incident found at dispatch location

CONTROLLED BURNING
631  Authorized controlled burning
632  Prescribed fire (prior written, approved fire plan)

VICINITY ALARM
641  Vicinity alarm (incident in other location)

STEAM, OTHER GAS MISTAKEN FOR SMOKE
651  Smoke scare, odor of smoke, not steam
652  Steam, vapor, fog, or dust thought to be smoke
653  Smoke from barbeque, tar kettle (not hostile fire)
650  Steam, other gas mistaken for smoke, other

EMS CALL WHERE PARTY HAS BEEN TRANSPORTED
661  EMS call, patient left prior to arrival

HAZMAT RELEASE INVESTIGATION WITH NO HAZMAT
671  Hazmat investigation w/ no hazmat found
672  Biological hazard, none found

GOOD INTENT CALL, OTHER
600  Good intent call, other

NOTE: Codes ending in ‘0’ should be used ONLY when no other code fits or truly applies.
FALSE ALARM/False Call

MALICIOUS, MISCHIEVOUS FALSE ALARM
711 Municipal alarm system, malicious false alarm
712 Direct tie to FD, malicious false alarm
713 Telephone, malicious false alarm
714 Central station, malicious false alarm
715 Local alarm system, malicious false alarm
710 Malicious, mischievous false alarm, other

BOMB SCARE
721 Bomb scare- no bomb

SYSTEM OR DETECTOR MALFUNCTION
731 Sprinkler activation, system malfunction/failure
732 Extinguishing system activation, malfunction
733 Smoke detector activation, malfunction
734 Heat detector activation, malfunction
735 Alarm system activation, malfunction
736 CO detector activation, malfunction
730 System or detector malfunction, other

UNINTENTIONAL ALARM, INCLUDING TESTING/PROPER STIMULI
741 Sprinkler activation, no fire - unintentional
742 Extinguishing system activation
743 Smoke detector activation, no fire – unintentional
744 Detector activation, no fire – unintentional
745 Alarm system activation, no fire – unintentional
746 Carbon monoxide detector activation, no CO
740 Unintentional transmission of alarm, other

BIOLOGICAL HAZARD
751 Biological hazard, malicious false report

FALSE ALARM AND FALSE CALL, OTHER
700 False alarm or false call, other

SEVERE WEATHER & NATURAL DISASTER

SEVERE WEATHER & NATURAL DISASTER
811 Earthquake assessment, not rescue/ other service
812 Flood assessment, not water rescue
813 Wind storm, tornado/hurricane assessment
814 Lightning strike (no fire), includes investigation
815 Severe weather or natural disaster standby
800 Severe weather or natural disaster, other

SPECIAL INCIDENT TYPE

CITIZEN COMPLAINT
911 Citizen Complaint, including code violations
900 Special type of incident, other

NOTE: Codes ending in ‘0’ should be used ONLY when no other code fits or truly applies.

For coding questions or assistance, please email NFIRS@wsp.wa.gov or call 360-596-3924.