

Oklahoma City Fire Department

Oklahoma City, OK

This report was generated on 4/8/2021 12:54:02 PM



Incident Detail by Property Use for Date for Station for Shift for Incident Type for Zone

Property Use(s): All Types and None | Shift(s): All Shifts | Zone(s): All Zones | Incident Type(s): 110 - Structure fire, other (conversion only), 111 - Building fire, 121 - Fire in mobile home used as fixed residence | Station(s): All Stations | Start Date: 02/16/2021 | End Date: 02/16/2021

STATION-SHIFT	INCIDENT #	DATE & TIME	LOCATION	INCIDENT TYPE	ACTION TAKEN	TOTAL VALUE	TOTAL LOSS	FIRE SPREAD
419 - 1 or 2 family dwelling			Incident Count: 3		Total Value: \$161,000.00		Total Loss: \$32,500.00	
STATION 36 - B	2021-11248	02/16/2021 10:17:42	18801 Francis DR Cross not found/S LUTHER RD	111 - Building fire	11: Extinguishment by fire service personnel, 12: Salvage & overhaul	\$80,000.00	\$10,500.00	Confined to room of origin
STATION 18 - B	2021-11541	02/16/2021 17:16:36	3600 Maxwell DR N E EVANS DR/NE 36TH ST	111 - Building fire	11: Extinguishment by fire service personnel, 21: Search	\$0.00	\$0.00	Not Reported
STATION 19 - B	2021-11577	02/16/2021 18:21:23	3203 S Shartel AVE SW 31ST ST/SW 32ND ST	111 - Building fire	11: Extinguishment by fire service personnel, 12: Salvage & overhaul	\$81,000.00	\$22,000.00	Confined to building of origin
808 - Outbuilding or shed			Incident Count: 1		Total Value: \$1,500.00		Total Loss: \$1,500.00	
STATION 25 - B	2021-11448	02/16/2021 14:44:48	2801 SW 46TH TER S ROSS AVE/S MAY AVE	111 - Building fire	11: Extinguishment by fire service personnel, 12: Salvage & overhaul	\$1,500.00	\$1,500.00	Beyond building of origin

Total Incident Count: 4

Total Value of All Incidents: \$162,500.00

Total Estimated Losses: \$34,000.00

CONFINEMENT	# OF INCIDENTS	% OF INCIDENTS
Not Reported	1	25.00%
Confined to room of origin	1	25.00%
Confined to building of origin	1	25.00%
Beyond building of origin	1	25.00%

Custom Report build. Only Reviewed Incidents included. FIRE SPREAD data is pulled from Structure Fire 2 (if applicable.)

