

Oklahoma City Fire Department

Oklahoma City, OK

This report was generated on 9/13/2022 7:17:56 AM



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: 09/10/2022 | End Date: 09/10/2022

STATION-SHIFT	INCIDENT #	DATE & TIME	LOCATION	INCIDENT TYPE	ACTION TAKEN	TOTAL VALUE	TOTAL LOSS	FIRE SPREAD
419 - 1 or 2 family dwelling			Incident Count: 2		Total Value: \$111,500.00		Total Loss: \$60,100.00	
STATION 20 - B	2022-63379	09/10/2022 09:01:39	5912 SW 21ST ST 5949 S MACARTHUR BLVD/SW 20TH ST	111 - Building fire	11: Extinguishment by fire service personnel	\$1,000.00	\$100.00	Confined to object of origin
STATION 21 - B	2022-63365	09/10/2022 07:17:37	3217 SW 46TH ST S LAND AVE/S INDEPENDENCE AVE	111 - Building fire	11: Extinguishment by fire service personnel, 21: Search	\$110,500.00	\$60,000.00	Confined to building of origin
429 - Multifamily dwelling			Incident Count: 2		Total Value: \$122,424,171.00		Total Loss: \$35,500.00	
STATION 09 - B	2022-63471	09/10/2022 16:22:17	8800 S Drexel AVE 101 SW 86TH ST/SW 89TH ST	111 - Building fire	11: Extinguishment by fire service personnel, 22: Rescue, remove from harm	\$22,414,171.00	\$30,000.00	Confined to building of origin
STATION 24 - C	2022-63358	09/10/2022 05:12:52	5811 NW 34th ST 6 N ST CHARLES ST/N MACARTHUR BL	111 - Building fire	11: Extinguishment by fire service personnel	\$100,010,000.00	\$5,500.00	Confined to room of origin

Total Incident Count: 4

Total Value of All Incidents: \$122,535,671.00

Total Estimated Losses: \$95,600.00

CONFINEMENT	# OF INCIDENTS	% OF INCIDENTS
Confined to building of origin	2	50.00%
Confined to object of origin	1	25.00%
Confined to room of origin	1	25.00%

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

