

# PROSPER FIRE

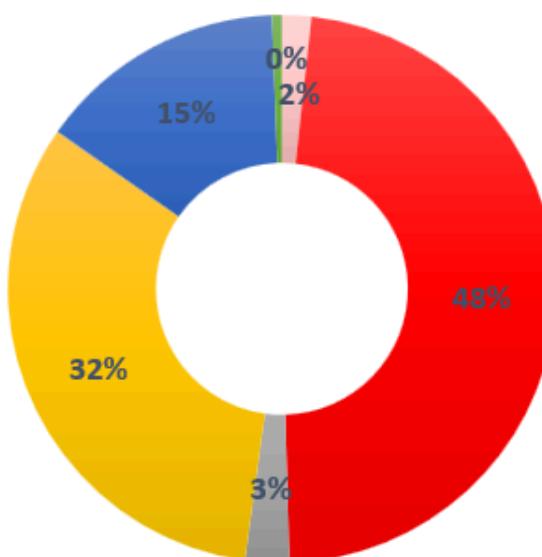
June 2025



## ACTIVITY

ACTIVITY	JUNE 2024	JUNE 2025	MONTHLY INCREASE DECREASE %	FISCAL YTD OCT 2023- JUNE 2024	FISCAL YTD OCT 2024- JUNE 2025	FISCAL YTD INCREASE DECREASE %
<b>FIRE CALLS</b>	2	6	200%	56	68	21%
<b>RESCUE &amp; EMS</b>	186	166	-11%	1783	1861	4%
<b>HAZARDOUS CONDITION</b>	10	9	-10%	110	126	15%
<b>SERVICE/GOOD INTENT</b>	100	113	13%	1038	1209	16%
<b>FALSE ALARM &amp; FALSE CALLS</b>	34	51	50%	324	395	22%
<b>OTHER INCIDENTS</b>	6	2	-67%	40	58	45%
<b>TOTAL CALLS</b>	338	347	3%	3351	3717	11%

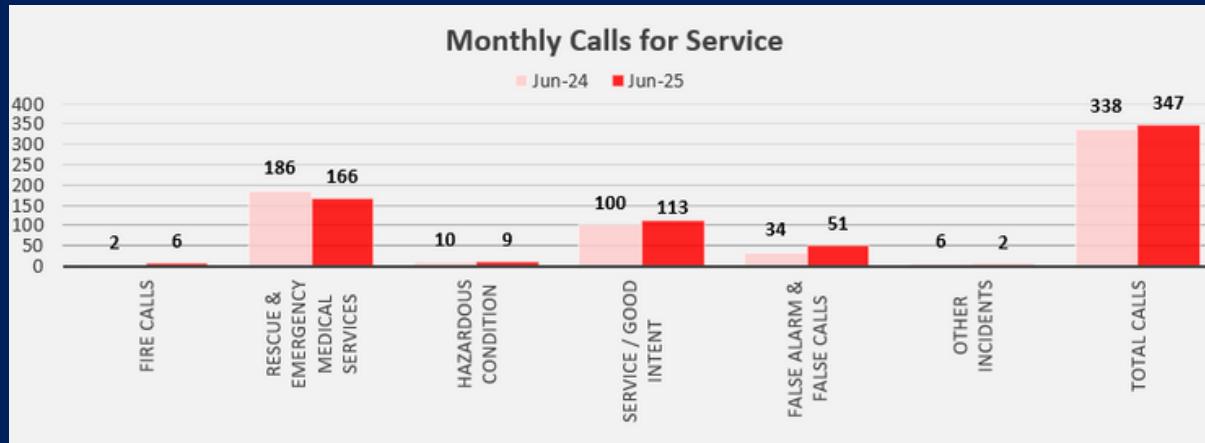
## MONTHLY CALLS FOR SERVICE BREAKDOWN



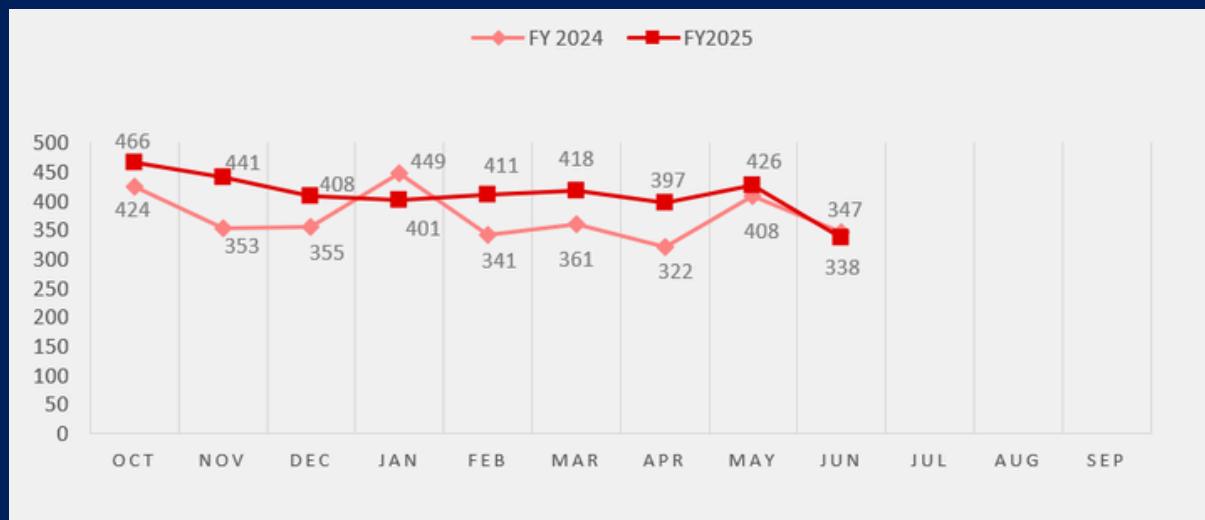
■ Fire Calls  
■ Service / Good Intent

■ Rescue & Emergency Medical Services  
■ False Alarm & False Calls  
■ Other Incidents  
■ Hazardous Condition

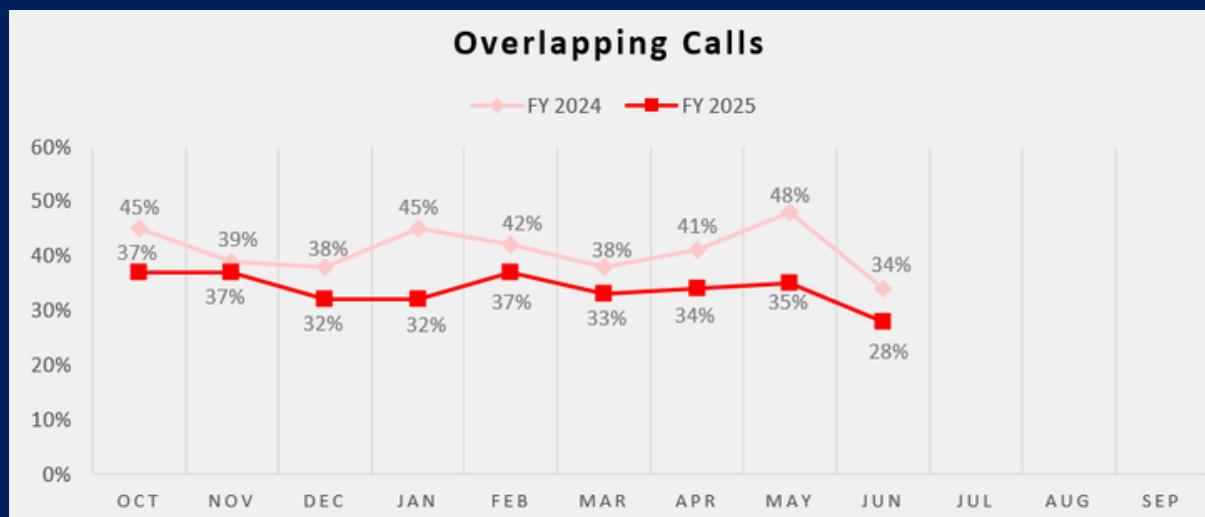
# MONTHLY CALLS FOR SERVICE



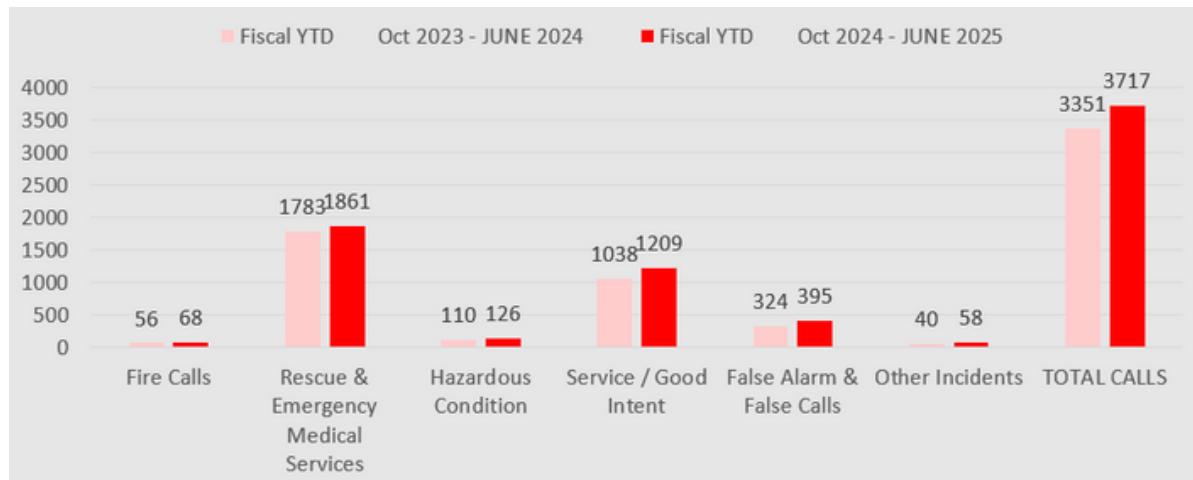
# TOTAL CALLS PER MONTH



# OVERLAPPING CALLS

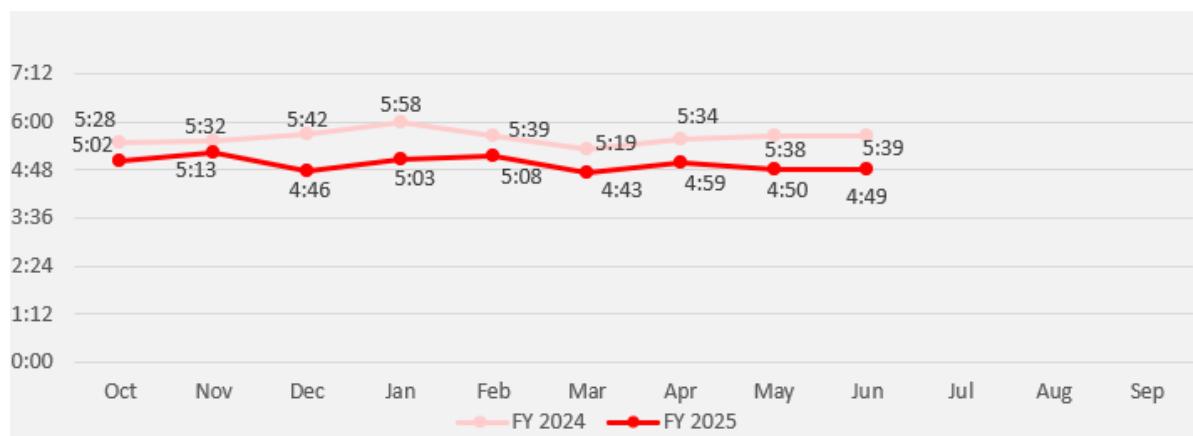


# FISCAL YEAR CALLS FOR SERVICE



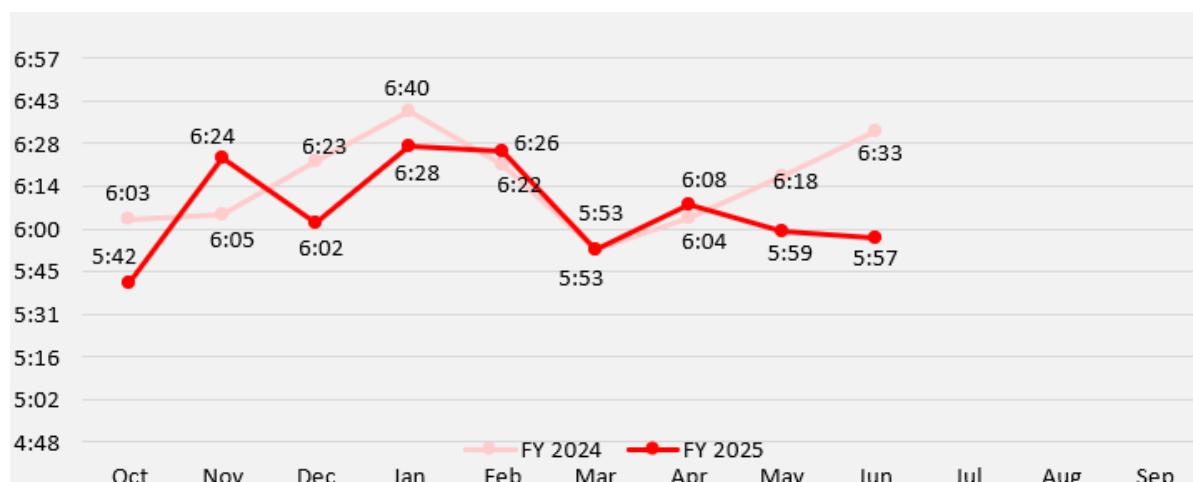
## FIRST ARRIVING TRAVEL TIME AVERAGE

**Response times are calculated using emergent calls inside Town Limits.**  
**\*FD Response Time** - Response time that is Dispatch to Arrival.  
 This includes FD turnout time and travel time to the scene.



## TOTAL RESPONSE TIME AVERAGE

**\*Total Response Time** - Response time that is Alarm to Arrival. This included when the call was answered by dispatch to arrival on scene.

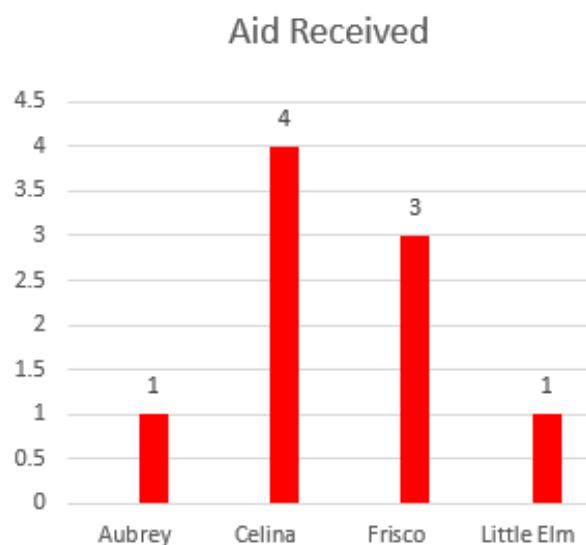
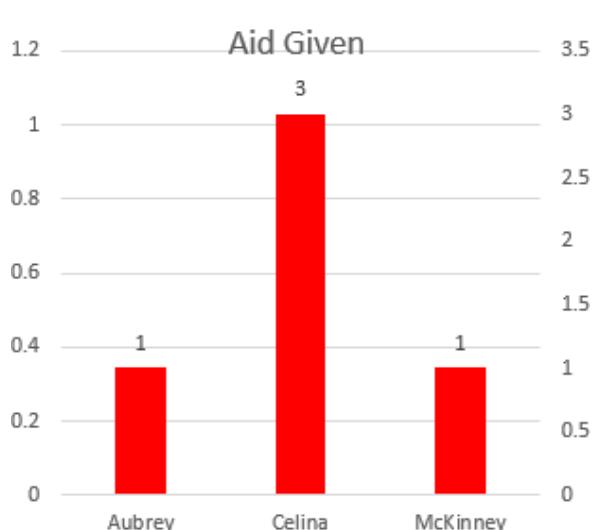


# TOTAL RESPONSE TIME 90TH PERCENTILE

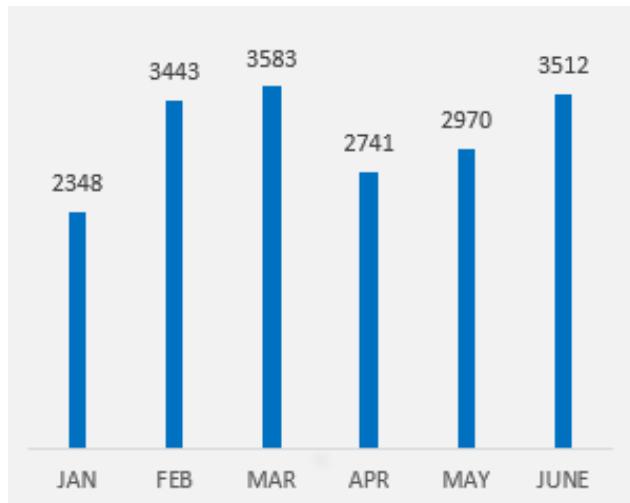
**\*90th Percentile** - Performance measurement is based on the 90th percentile which means that we find the time that occurs at 90% for the range of values being studied. If a 90th percentile baseline is reported as 6:42 (6 minutes, 42 seconds), that means that 90% of the response times were at or better than 6:42. One should avoid misinterpreting 90th percentile performance as meaning this is the performance that occurs 90% of the time.



## CURRENT MONTH AID RESPONSES BY DEPT.



## MONTHLY TRAINING HOURS



## MONTHLY PROPERTY LOSS



## COMMUNITY OUTREACH EVENTS

