# Response Time Measures Briefing

# City of Garden Grove

Presented on March 4, 2019



The Business of Better Government



## **Fire Service Delivery Policy Choices**

- There are no mandatory federal or state regulations directing the level of fire service response times and outcomes. Thus, communities have the level of service they desire and can afford.
- The body of regulations on the fire service provides that if fire services are provided at all, they must be done so with the safety of the firefighters and citizens in mind.
- Deployment is about the speed and weight of the response:
  - Speed = single neighborhood-based units
  - Weight = multiple units amassing quickly enough to stop serious fires

### **Service-Level Goals**

- Time-temperature curve in building fires
- EMS survivability in cardiac arrest (CPR)
- Suppress other outdoor fires before they spread to buildings and wildland areas
- Keep small fires small
- Save people with potentially fatal medical emergencies
- Policy goal Provide adequate response times to all similar risk and population density neighborhoods

### **Deployment Best Practices Advice**

- Insurance Services Office (ISO)
- National Fire Protection Association (NFPA)
- Commission on Fire Accreditation
- Recommendation is for each community to adopt a council policy for desired outcomes for types of risk
- Example keep building fire to or near room of origin
  - The outcome needs a quantity of firefighters in time to be effective – "Response Time"

### **Current Urban Best Practice Time Metrics**

- Call Processing/Dispatch
  - NFPA: 90 seconds or less (90%)
- Crew Turnout
  - NFPA: 80 seconds or less (90%)
  - Citygate: 2:00 minutes or less (90%)
- First-Due Travel
  - NFPA: 4:00 minutes or less (90%)
- Total Response Time = 7:30 minutes/seconds
- 1<sup>st</sup> Alarm Travel
  - NFPA: 8:00 minutes or less (90%); 11:30 Total Response

## **Garden Grove Measures History**

- Late 2008 General Plan 2030
- Goal SAF-IMP-5I Adopt standards that set the number of personnel per response and response times (NFPA 1710)

(NFPA 1710 recommends 4-minute <u>travel</u> for the first arriving fire unit 8-minute multi-unit <u>travel</u> to serious fires.)

## Fire Chiefs 2016 Deployment Review

- Six minutes total time for EMS incidents appears to be based on 4-minute <u>travel</u> + 2 minutes for dispatch and turnout = 6 minutes
- City Council action was to "accept" the report and increase PM staff; no mention of response times
- The report did <u>not</u> include dispatch processing time

### **Measure O Response Time – Mid-2018**

- City webpage on Measure O references 6 minutes for critical medical events
- Given the 2016 Chief's report, the 6 minutes appears to be from crew notify, not 9-1-1 receipt
- By the 6<sup>th</sup> minute, 38% reached but no mention of the time to 90%

## **Council Response Time Update – Sept. 2018**

- Discussion of a 6-minute total EMS response time @ 90%, but divided into:
  - 1:45-minute dispatch + 1-minute crew turnout +4-minute travel = 6:45
  - Referenced NFPA 1710 and use of 90% fractile

### 2018 Garden Grove Response Time Data

• 1st Due Unit @ 90%

Call processing1:23 minute/seconds

Crew turnout1:24 minute/sec

Travel6:22 minutes/sec

– Citywide Total Time 8:20 minutes/sec

OCFA 1<sup>st</sup> Unit Goal – 7:22 @ 80%

### 2016-2018 Garden Grove Response Time Data

• 1st Due Unit @ 90%

Call processing1:31 minute/seconds

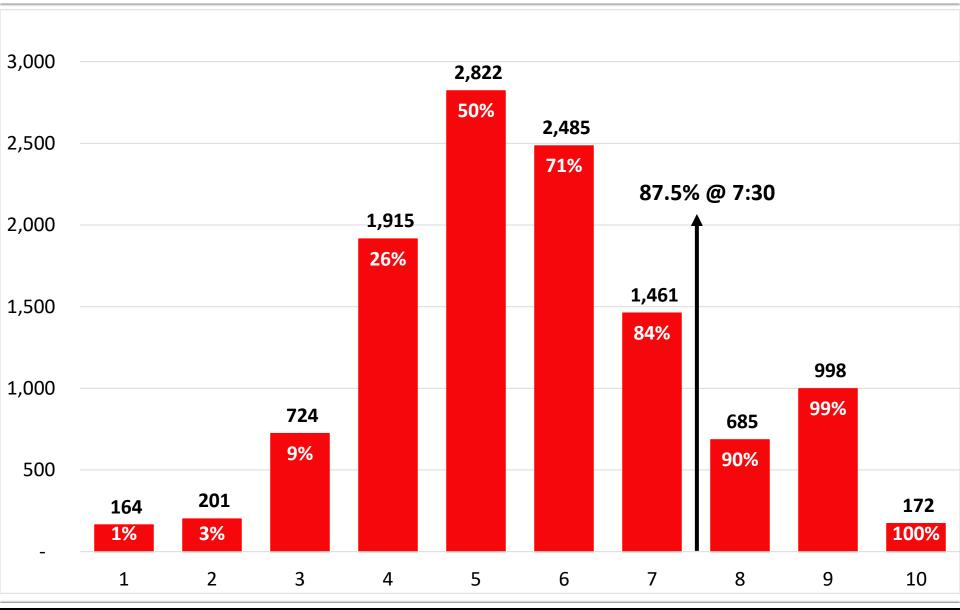
Crew turnout1:41 minute/sec

Travel6:13 minutes/sec

– Citywide Total Time 8:23 minutes/sec

OCFA 1<sup>st</sup> Unit Goal – 7:22 @ 80%

### **Total Response Time by Minute**



## **Deployment Measures Summary**

- A total response time measure for Garden Grove should begin with 9-1-1 answer
- A best practices goal would be 7:30 minutes
- Current City measure is 8:20 minutes @ 90% due to longer travel times
- But over 87.5% are reached by 7:30 minutes
- The OCFA proposal does not change station locations so travel times stay the same
- Given other unit type changes, OCFA should have the same or slightly better times

# Discussion