

31-Mar-2008

Silsden

**Local Targets** - Fire Authority strategic targets set using a performance baseline of 2001/02 (False alarm apparatus and malicious baseline of 2002/03)

**Service Delivery Agreement (SDA)** - National Targets set by ODPM using a baseline of 1998/99 for fire related deaths and 2001/02 for deliberate fires

Totals for current reporting period covering 12 months					
Targets		Total for current period	Total during same period last year	Cause	
Total occurrences	Deliberately caused			Accidental	Deliberate
Primary Fires	19	6	9	21	5 = 56% 4 = 44%
Secondary Fires	10	5	11	18	3 = 27% 8 = 73%
Total - All Fires	30	11	20	39	8 = 40% 12 = 60%
False Alarm due to apparatus (commercial)	149		85	77	
False Alarm due to apparatus (domestic)	2		18	6	
False Alarm Good Intent			25	18	
False Alarm Malicious	6		2	8	2
Fires Caused deliberately		11	12	18	
Special Service Calls			12	14	
Total emergency responses	185		162	162	

**Primary Fires by Premises Use**

Agricultural	0	0	0	0	0 =	0 =
Commercial	0	0	0	0	0 =	0 =
Dwellings	2	0	0	0	0 =	0 =
Further Education	0	0	0	0	0 =	0 =
Hospitals	2	1	0	1	0 =	0 =
Hotels	0	0	0	0	0 =	0 =
Houses converted to flats	0	0	0	1	0 =	0 =
Industrial	0	0	0	0	0 =	0 =
Licensed	0	0	0	3	0 =	0 =
Other	5	2	0	5	0 =	0 =
Sports Grounds etc	0	0	1	0	0 = 0%	1 = 100%
Other sleeping accommodation	0	0	1	0	1 = 100%	0 = 0%
Post box	0	0	0	0	0 =	0 =
Private Garage	0	0	0	0	0 =	0 =
Private shed/greenhouse	0	0	0	0	0 =	0 =
Public Buildings	0	0	0	1	0 =	0 =
Residential Care Homes	0	0	0	0	0 =	0 =
Road Vehicles	6	4	2	3	0 = 0%	2 = 100%
Schools	0	0	0	0	0 =	0 =
Sheltered Housing	0	0	4	6	3 = 75%	1 = 25%
Shops	0	0	1	1	1 = 100%	0 = 0%
Telephone Kiosks	0	0	0	0	0 =	0 =

**Secondary Fires by Premises Use**

Bonfires	2	1	6	4	2 = 33%	4 = 67%
Chimney - Residential	1	0	0	1	0 =	0 =
Chimney - Non Residential	0	0	0	0	0 =	0 =
Derelict Vehicles	0	0	0	0	0 =	0 =
Grassland/Heathland	0	0	2	5	1 = 50%	1 = 50%
Intentional Stubble Burning	0	0	0	0	0 =	0 =
Refuse/Refuse Containers	5	1	2	5	0 = 0%	2 = 100%
Derelict Building/Under Demolition	3	3	0	1	0 =	0 =
Trees/Fences etc	0	0	1	2	0 = 0%	1 = 100%

Total Fire Deaths			0	0	0 =	0 =
Dwelling Fire Deaths	0		0	0	0 =	0 =
Total Injuries exc PCU	2	0	1	4	1 = 100%	0 = 0%
Dwelling Fire Injuries exc PCU	0	0	1	3	1 = 100%	0 = 0%

Key to performance	
Performance is <b>more than 10% above</b> the standard required to achieve the target	
Performance is <b>within + or - 10%</b> from the standard required to achieve the target	
Performance is <b>more than 10% below</b> the standard required to achieve the target	