

This map can be used to determine if you have a slow response time to your area. This map assumes that there is a unit available at the station to respond to the emergency.

Response time is composed of three different components. Each of these will change the time it takes for us to reach the scene of an emergency.

**Dispatch time** The amount of time from the phone call until fire units are dispatched. This is usually about 1 minute.

**Turnout Time** The amount of time it takes for a crew to hear the alarm, don appropriate protective gear, board the machine, and leave the station. This ranges from 30 seconds to 1 minute.

**Drive Time** This component is the actual time spent driving to the alarm. Even with lights and sirens firefighters must drive with due regard for the safety of the public. Rush hour traffic, road construction, and train delays can increase the drive time portion of the response. The response map and all variables used to construct this map assume that the primary response unit is actually in quarters, i.e. in its correct home station location. If in fact, the primary response unit is currently in service elsewhere, the next closest available unit will get the call.

The target goal is arrived at by considerations given to types of calls, firefighters respond to fire calls as well as first responder medical (Basic Life Support) calls. NFPA, IAFF, IAFC, have response criteria that pertain to fire responses. On the medical side, the American Heart Association gives us a guideline describing "CPR plus defibrillation within 3 to 5 minutes of collapse can produce survival rates as high as 49% to 75%". Response times longer than 5 to 6 minutes produce minimal effect.

The map you will see is comprised of an approximately 4 minute total response. There is 1 1/2 minutes allocated for dispatch and turnout time. There is a 2 1/2 minute drive time illustrated on the map. Adding these elements will result in 4 minutes from the phone call to arrival in the green shaded areas.

[Click on this link to see the map.](#)