



DEPARTMENT OF FINANCIAL SERVICES
Division of State Fire Marshal

Fire Service Casualty Report-Instructions for Completion

DIRECTIONS FOR COMPLETING FIRE SERVICE CASUALTY REPORT

Fire Service Log and Summary of Occupational Injuries, Disease Diagnoses, Illnesses and Fatalities, incorporated by reference in Rule 69A-62.021, Florida Administrative Code, is used to report injuries or fatalities to fire fighters that occur as a result of an incident. All fields are required.

A-IDENTIFICATION

- FDID** Enter your Fire Department Identifier, as assigned by Florida.
- Station Number** Leave blank if you have only one firehouse or station in your department. Otherwise, assign station numbers to identify each firehouse. The FD should decide which station number to enter (i.e. first arriving unit, station's area, etc.).
- Incident Number** Enter a unique incident number for each incident. The number may be centrally assigned by dispatch or may be created by your department. *All resource data will be aggregated across stations for incidents that have the same Incident Number.*

B-DATE & TIME OF INJURY

- Date of Injury** Enter the month, day, and four-digit year when the injury occurred.
- Time of Injury** Enter the time when the injury occurred using the 24-hour clock, i.e., 0000-2359.

C-SEVERITY

- Severity** Enter the code that best describes the severity of the injury.
- 1 Report only, including exposure
 - 2 First aid only
 - 3 Treated by physician, not a lost-time injury
 - 4 Moderate (lost time)
 - 5 Severe (lost time)
 - 6 Life threatening (lost time)
 - 7 Death

D-ACTIVITY AT TIME OF INJURY

- Activity At Time of Injury** Enter the code and provide a written description of the activity of the casualty when injured.



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Activity at Time of Injury Codes

Driving or Riding Vehicle

- 11 Boarding fire department vehicle
- 12 Driving fire department vehicle
- 13 Tilling fire department vehicle
- 14 Riding fire department vehicle
- 15 Exiting fire department vehicle
- 16 Driving/riding non-fire department vehicle
- 17 Boarding/exiting non-fire department vehicle
- 10 Driving or riding vehicle, other

Fire Department Apparatus

- 21 Operating engine or pumper
- 22 Operating aerial ladder or platform
- 23 Operating EMS vehicle
- 24 Operating HazMat vehicle
- 25 Operating rescue vehicle
- 20 Operating fire department apparatus, other

Extinguishing Fire or Neutralizing Incident

- 31 Handling charged hose lines
- 32 Using hand extinguishers
- 33 Operating master steam device
- 34 Using hand tools in extinguishment activity
- 35 Removing power lines
- 36 Removing flammable liquids/chemicals
- 37 Shutting off utilities, gas lines, etc.
- 30 Extinguishing fire/neutralizing incident, other

Suppression Support

- 41 Forcible entry
- 42 Ventilation with power tools
- 43 Ventilation with hand tools
- 44 Salvage
- 45 Overhaul
- 40 Suppression support, other

Access Or Egress

- 51 Carrying ground ladder
- 52 Raising ground ladder
- 53 Lowering ground ladder
- 54 Climbing ladder

- 55 Scaling
- 56 Escaping fire/hazard
- 57 Moving/lifting patient with carrying device
- 58 Lifting/carrying patient without carrying device
- 50 Access/egress, other

EMS / Rescue

- 61 Searching for victim
- 62 Rescuing fire victim
- 63 Rescuing non-fire victim
- 64 Water rescue
- 65 Providing EMS care
- 66 Diving operations
- 67 Extraction with power tools
- 68 Extraction with hand tools
- 60 EMS/rescue, other

Other Incident Scene Activity

- 71 Directing traffic
- 72 Catching hydrant
- 73 Laying hose
- 74 Moving tools or equipment around scene
- 75 Picking up tools, equipment, or hose on scene
- 76 Setting up lighting
- 77 Operating portable pump
- 70 Other incident scene activity, other

Station Activity

- 81 Moving about station, alarm sounding
- 82 Moving about station, normal activity
- 83 Station maintenance
- 84 Vehicle maintenance
- 85 Equipment maintenance
- 86 Physical fitness activity, supervised
- 87 Physical fitness activity, unsupervised
- 88 Training activity or drill
- 80 Station activity, other

Other Activity

- 91 Incident investigation, during incident
- 92 Incident investigation, after incident
- 93 Inspection activity
- 94 Administrative work
- 95 Communications work
- 00 Other activity at time of injury
- UU Undetermined activity at time of injury



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E-PRIMARY APPARENT SYMPTOM

Primary Apparent Symptom

Enter the code and provide a written description of the casualty's most serious apparent injury.

Primary Apparent Symptom Codes

- | | |
|---|---|
| 01 Smoke inhalation | 57 Frostbite |
| 02 Hazardous fumes inhalation | 50 Sickness, other |
| 03 Breathing difficulty or shortness of breath | 61 Miscarriage |
| 11 Burns and smoke inhalation | 63 Eye trauma, avulsion |
| 12 Burns only: thermal | 64 Drowning |
| 13 Burn: scald | 65 Foreign body obstruction |
| 14 Burn: chemical | 66 Electric shock |
| 15 Burn: electric | 67 Poison |
| 21 Cut or laceration | 71 Convulsion or seizure |
| 22 Stab wound/puncture wound: penetrating | 72 Internal trauma |
| 23 Gunshot wound; projectile wound | 73 Hemorrhaging, bleeding internally |
| 24 Contusion/bruise: minor trauma | 81 Disorientation |
| 25 Abrasion | 82 Dizziness/fainting/weakness |
| 31 Dislocation | 83 Exhaustion/fatigue, including heat exhaustion |
| 32 Fracture | 84 Heat stroke |
| 33 Strain or sprain | 85 Dehydration |
| 34 Swelling | 91 Allergic reaction, including anaphylactic shock |
| 35 Crushing | 92 Drug overdose |
| 36 Amputation | 93 Alcohol impairment |
| 41 Cardiac symptoms | 94 Emotional/psychological stress |
| 42 Cardiac arrest | 95 Mental disorder |
| 43 Stroke | 96 Shock |
| 44 Respiratory arrest | 97 Unconscious |
| 51 Chills | 98 Pain only |
| 52 Fever | 00 Other primary apparent symptom |
| 53 Nausea | UU Undetermined primary apparent symptom |
| 54 Vomiting | |
| 55 Numbness or tingling, paresthesia | |
| 56 Paralysis | |

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F-PRIMARY AREA OF BODY INJURED

Primary Area of Body Injured

Enter the code and provide a written description of the part of the body that was most seriously injured. It should be the part of the body affected by the "Primary Apparent Symptom."

Primary Area of Body Injured Codes

Head

- 11 Ear
- 12 Eye
- 13 Nose
- 14 Mouth included are lips, teeth and interior
- 10 Head, other

Neck & Shoulders

- 21 Neck
- 22 Throat
- 23 Shoulder

Thorax

- 31 Back, except spine
- 32 Chest

Abdominal area

- 41 Abdomen
- 42 Pelvis or groin
- 43 Hip, lower back or buttocks

Spine

- 51 Spine (excludes back)

Upper extremities

- 61 Arm-upper, not including elbow or shoulder
- 62 Arm-lower, not including elbow or wrist
- 63 Elbow

64 Wrist

65 Hand and fingers

Lower extremities

- 71 Leg-upper (excludes knees)
- 72 Leg-lower (excludes knees, ankles, foot and toes)
- 73 Knee
- 74 Ankle
- 75 Foot and toes

Internal

- 81 Trachea and lungs
- 82 Heart
- 83 Stomach
- 84 Intestinal tract
- 85 Genito-urinary
- 80 Internal, other

Multiple parts

- 91 Multiple body parts – upper part of body
- 92 Multiple body parts – lower part of body
- 93 Multiple body parts – whole body

Other Body Parts

- 00 Other body part
- NN No body part
- UU Part of body undetermined

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G-CAUSE OF FIREFIGHTER INJURY

Cause of Firefighter Injury

Enter the code and provide a written description for the immediate cause or lack of action that directly resulted in the Injury.

- 1 Fall
- 2 Jump
- 3 Slip/trip
- 4 Exposure to hazard (includes heat, smoke, or toxic agents)
- 5 Struck or assaulted by person/animal/object

- 6 Contact with object (firefighter moved into/onto)
- 7 Overexertion/strain
- 0 Other cause of injury
- U Undetermined cause of injury

H-FACTOR CONTRIBUTING TO INJURY

Factor Contributing To Injury

Enter the code and provide a written description of the most significant factor contributing to the injury.

Factor Contributing to Injury Codes

Collapse or Falling Object

- 11 Roof collapse
- 12 Wall collapse
- 13 Floor collapse
- 14 Ceiling collapse
- 15 Stair collapse
- 16 Falling objects
- 17 Cave-in (earth)
- 10 Collapse or falling object, other

- 43 Hole burned through floor
- 40 Holes, other

Slippery or Uneven Surfaces

- 51 Icy surface
- 52 Wet surface, included are water/soap/foam, etc.
- 53 Loose material on surface
- 54 Uneven surface, included are holes in the ground
- 50 Slippery or uneven surfaces, other

Fire Development

- 21 Fire progress, including smoky conditions
- 22 Backdraft
- 23 Flashover
- 24 Explosion

- 20 Fire development, other
- Lost, Caught, Trapped, Confined**
- 31 Person physically caught or trapped
- 32 Lost in building
- 33 Operating in confined structural areas
- 34 Operating under water or ice
- 30 Lost, caught, trapped, or confined, other

Vehicle or Apparatus

- 61 Vehicle left road or overturned
- 62 Vehicle collided with another vehicle
- 63 Vehicle collided with non-vehicular object
- 64 Vehicle stopped too fast
- 65 Seat belt not fastened
- 66 Firefighter standing on apparatus
- 60 Vehicle or apparatus, other

Other Contributing Factors

- 91 Civil unrest, including riots/civil disturbances
- 92 Hostile acts

Holes

- 41 Unguarded hole in structure
- 42 Hole burned through roof

- 00 Other contributing factors
- NN No contributing factor
- UU Undetermined contributing factor



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I-OBJECT INVOLVED IN INJURY

Object Involved in Injury

Enter the code and provide a written description of the object that contributed to the injury.

Object Involved in Injury Codes

- 11 Coupling
- 12 Hose, not charged
- 13 Hose, charged
- 14 Water from master stream
- 15 Water from hose line
- 16 Water, not from a hose
- 17 Steam
- 18 Extinguishing agent

- 21 Ladder: aerial
- 22 Ladder: ground
- 23 Tools/equipment
- 24 Knife, scissors
- 25 Syringe
- 26 FD Vehicle/apparatus
- 27 FD Vehicle door, including apparatus compartments
- 28 Station sliding pole

- 31 Curb
- 32 Door in building
- 33 Fire escape
- 34 Ledge
- 35 Stairs
- 36 Wall, including other vertical surfaces
- 37 Window
- 38 Roof
- 39 Floor or ceiling
- 30 Structural component, other

- 53 Fumes, gases, or smoke
- 54 Poisonous plants
- 55 Insects
- 56 Radioactive materials
- 61 Electricity
- 62 Extreme weather
- 63 Utility flames, flares, torches
- 64 Heat or flame

- 41 Asbestos
- 42 Dirt, stones, or debris
- 43 Glass
- 45 Nails
- 46 Splinters
- 47 Embers
- 48 Hot tar
- 49 Hot metal

- 91 Person: victim
- 92 Property and structure contents
- 93 Animal
- 94 Vehicle: not FD
- 95 Gun, including all other projectile weapons
- 90 Person, other

- 51 Biological agents
- 52 Chemicals

- 00 Other object involved
- NN No object involved
- UU Undetermined object involved

J-WHERE INJURY OCCURRED

Where Injury Occurred

Enter the code that best describes where the injury occurred.

- 1 Enroute to FD location
- 2 At FD location
- 3 Enroute to incident scene
- 4 Enroute to medical facility
- 5 At scene in structure
- 6 At scene outside

- 7 At medical facility
- 8 Returning from incident
- 9 Returning from medical facility
- 0 Other location where injury occurred
- U Undetermined location where injury occurred



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K-SPECIFIC LOCATION

Specific Location

Enter the code that best describes the specific location at time of injury. If any, code greater than 60 is used, continue on to I3.

- 22 Outside at grade
- 23 On roof
- 24 On aerial ladder or in basket
- 25 On ground ladder
- 26 On vertical surface or ledge
- 27 On fire escape or outside stairway
- 28 On steep grade
- 31 In open pit
- 32 In ditch or trench
- 33 In quarry or mine
- 34 In ravine
- 35 In well

- 36 In water
- 45 In attic or other confined structural space
- 49 In structure, excluding attic, roof, or wall
- 53 In tunnel
- 54 In sewer
- 61 In motor vehicle
- 63 In rail vehicle
- 64 In boat, ship or barge
- 65 In aircraft
- 00 Other specific location
- UU Undetermined specific location

L-VEHICLE TYPE

Vehicle Type

Enter the code that best describes the vehicle type. None indicates the specific location was coded with a number less than 60.

- 1 Suppression vehicle
- 2 EMS vehicle
- 3 Other fire department vehicle
- 4 Non-fire department vehicle, includes private auto
- N None or vehicle type not applicable