

NWCG
EVENT KIND & EVENT CATEGORY
Standard Data Values

December 14, 2021

Standard data values are provided when a data element has a pre-determined set of terms, codes, and/or numbers that must be used in order for the data to be valid. The purpose of standard data values is to ensure consistency and accuracy within a given system and across multiple systems.

This standard identifies the 2-character codes used to describe the type of events to which the wildland fire community responds. The term “Event” is used as a generic term that relates to both planned and unplanned response activities. *Event Kind* provides a general, high-level description. *Event Category* is a sub-category that breaks down the *Event Kind* into more specific event types. These codes were created by the Dispatch Efficiency Work (DEW) Group and the NWCG Data Administration Working Group (DAWG) and are now stewarded by the National Coordination System Committee.

Although an event can trigger multiple types of conditions requiring response, the primary focus should be identified when specifying the *Event Kind* and/or *Event Type*. For example, a hurricane may cause flooding, search and rescue operations, and hazardous waste spills; but the *Event Kind* and *Event Category* should be “Severe Weather and Natural Disaster” and “Hurricane/Typhoon” since the hurricane was the triggering event.

<i>Event Kind</i>			<i>Event Category</i>		
Code	Name	Description	Code	Name	Description
FI	Fire	<i>An event, managed by the fire community, for which the primary focus is for fire-related emergencies or other fire management activities.</i>			
			DF	Debris / Product Fire	An event dealing with a fire spreading from any fire originally ignited to clear land or burn rubbish, garbage, crop stubble, or meadows (excluding incendiary fires).
			NS	Non-Statistical/Other	An event dealing with any fire which could pose a threat to ignite adjacent wildland fuels but ultimately did not result in a wildfire and thus cannot be accurately classified as any of the other Fire (FI) Categories.
			RX	Prescribed Fire	An event, where a wildland fire originating from a planned ignition in accordance with applicable laws, policies, and regulations to meet specific objectives.

<i>Event Kind</i>			<i>Event Category</i>		
Code	Name	Description	Code	Name	Description
			SF	Structure Fire	An event dealing with a fire originating in and burning any part or an entire building, shelter, or other structure.
			VF	Vehicle Fire	An event dealing with a fire originating in or on a vehicle or mobile equipment.
			WF	Wildfire	An event dealing with a wildland fire originating from an unplanned ignition, such as lightning, volcanos, unauthorized and accidental human caused fires, and prescribed fires that are declared wildfires.
FM	Fire Management Action	<i>An event, managed by the wildland fire community, which addresses certain activities and responses undertaken by the wildland fire management community in conjunction with existing or potential fire event(s).</i>			
			BR	Emergency Stabilization	An event dealing with emergency response to stabilize land and structures damaged by wildfire with the objective to protect life and property from damage due to post-fire events and fire. Efforts occurring 1-12 months from ignition date.
			FA	False Alarm	An event where a wildfire was initially suspected, but ultimately could not be located; or the basis for the initial report was subsequently attributed to a non-fire source, such as water vapor or vented industrial emissions; or the initial report was otherwise discredited, such as one arising from a prank call or based on erroneous information.

Event Kind			Event Category		
Code	Name	Description	Code	Name	Description
			FR	Fire Rehabilitation	An event dealing with objectives to repair damage or disturbance caused by wildfire. Efforts occurring 1-5 years from ignition date.
			CX	Incident Complex	An event where two or more unique or distinct wildfires in the same general area that, by management action, are managed under a single incident commander or unified command to improve efficiency and simplify incident management processes.
			SU	Incident/Event Support	An event dealing with effective and timely support by the wildland fire community of an Event Host's dispatch unit, in order to relieve the dispatch unit of increased business volume due to anticipated or existing wildland fire or event activity. This category includes activities such as expansion of the existing Incident Support Organizations (ISO), such as initiating Expanded Dispatch operations, expanding Technical Support (such as establishment of contract-resource inspection stations), Multiagency Coordinating Group (MAC Group) support, and expanding Administrative support (such as support of bill-payment centers).
			OR	Out of Area Response	An event where resources are mobilized to a Wildfire (WF) Event within their corresponding dispatch Center's response area (boundary). When resources arrive on scene, it is determined the ignition is not within their area of response, but in fact plots within an adjacent dispatch center's response area (boundary)
			PP	Preparedness/Preposition	An event dealing with effective and efficient response by the wildland fire community to planned, anticipated or event activity. This category includes activities such as move-up and cover, fire menace standby, and severity activities.
HZ	Hazardous Conditions	<i>An event, usually managed by organizations external to the fire community, for which the primary focus is for dealing with a hazardous situation that poses an unreasonable risk to health, safety, and property.</i>			

Event Kind			Event Category		
Code	Name	Description	Code	Name	Description
			BI	Biological or Toxic Conditions	An event dealing with the hazardous situations that arise as with the presence of biological hazards and/or deadly chemicals. This category includes chemical spills/leaks, deliberate poisoning, chemical accident, animal/plant disease outbreak, biohazard exposure, etc.
			FG	Flammable Gas, Oil, and other liquids conditions	An event dealing with the various situations that arise as a result of the presence of flammable gas and liquids such as gasoline, oil, etc
			EX	Explosives or Electrical Danger	An event dealing with the various situations that arise as a result of an explosion, presence of an explosive device, or electrical hazard - no fire.
			RD	Radioactive/Nuclear Conditions	An event dealing with the various situations that arise as a result of the presence of radioactive materials.
AC	Accident	<i>An event, usually managed by organizations external to the fire community, for which the primary focus is for dealing with an accident and assistance to potential victims. This category includes accidents such as: automobile, aircraft, train, watercraft, and industrial.</i>			
			AI	Air Accident	An event dealing with an accident or mishap involving aircraft.
			MV	Motor Vehicle Accident	An event dealing with an accident or mishap involving on- or off-highway vehicles.
			RA	Rail Accident	An event dealing with an accident or mishap involving railway vehicles.
			MR	Marine Accident	An event dealing with an accident or mishap involving watercraft.
			ST	Structure Accident	An event dealing with a major accident or mishap such as collapse of a building or other man-made structure.
AP	Agency Program Support	<i>An event, managed by one of the fire agency's other (non-fire) program areas, for accomplishing activities deemed necessary by agency management.</i>			
			CI	Critical Incident Stress Management/Peer Support	An event dealing with a critical incident event. Critical Incident Stress Management (CISM)/Peer Support is the selection and implementation of the most appropriate crisis intervention tactics to best respond to the needs of the situation. CISM has multiple

Event Kind			Event Category		
Code	Name	Description	Code	Name	Description
					components other than responding after a critical incident occurs. These components can be used before, during, and after a crisis. They include a wide range of various activities, including Pre-Incident Education (PIE), which provides for resiliency, planning and preparedness, acute crisis management, and post-incident follow up.
			RP	Resource Program (internal)	An event dealing with agency-specific non-fire program(s), such as forestry, mining, wildlife, fisheries, recreation, etc. Includes mechanical fuel treatment, timber operations, aerial bug-spraying projects, Rainbow gatherings, etc.
			LE	Law Enforcement (internal)	An event dealing with the agency's law enforcement program. Includes non-fire infrared flights, surveillance, etc.
			MG	Management Event (internal)	An event dealing with agency-specific administrative programs, such as public relations.
PA	Public Assistance	<i>A community or public service event, managed by an organization external to the fire community, which requires resource support from the fire community. This category includes VIP visits, law enforcement activities, concerts, conventions, parades, road/bridge closures, etc.</i>			
			CM	Community Event	An event initiated by local private or government organizations that require non-emergency services for a general gathering such as a concert, convention, or parade.
			PS	Public Service Organization Event	An event managed by local public service organizations (police, fire, law enforcement, emergency medical services, or military).
			IN	Infrastructure Event	An event dealing with public infrastructure such as water, electric, transportation, or communication networks.
SR	Search/Rescue/Recovery	<i>An event, usually managed by organizations external to the fire community, for which the primary focus is the search, rescue and/or recovery of people or things. This category includes missing persons, entrapments, etc.</i>			
			UR	Urban Search/Rescue/ Recovery	An event dealing with a search, and/or rescue, and/or recovery in an urban setting.

Event Kind			Event Category		
Code	Name	Description	Code	Name	Description
			WL	Wildland Search/ Rescue/ Recovery	An event dealing with a search, and/or rescue, and/or recovery in a wildland setting.
			MN	Marine Search/ Rescue/ Recovery	An event dealing with a search, and/or rescue, and/or recovery in a marine setting.
			MA	Medical Assist	An event dealing with a rescue, and/or recovery, and/or service for a non-accident medical emergency (e.g. heart attack, illness, etc.).
ND	Natural Disasters & Severe Weather	<i>An event, usually managed by organizations external to the fire community, for which the primary focus is managing emergency situations created by severe weather or natural disaster.</i>			
			EQ	Earthquake	An event dealing with response to an earthquake.
			FL	Flooding	An event dealing with response to a major flood.
			HU	Hurricane/Typhoon	An event dealing with response to a hurricane or typhoon.
			LS	Landslide/Mass Earth Movement/ Avalanche/ Sinkhole	An event dealing with response to mass movement of the earth's surface, including landslide, mudslide, slumping, sinkhole etc.
			TS	Thunderstorm/ Tornado/High Winds	An event dealing with response to a severe storm such as thunderstorms, tornado, or high winds.
			TU	Tsunami	An event dealing with response to a tsunami.
			VO	Volcano	An event dealing with response to volcanic activity.
			WW	Severe Winter Weather	An event dealing with response to severe winter weather such as blizzards, heavy snow, or ice storms.
TR	Training & Proficiency	<i>A scheduled activity that provides instruction so as to make attendees fit, qualified, or proficient in a particular area. This is a planned event.</i>			
			CT	Classroom Training	An event dealing with a scheduled activity in a classroom setting or other controlled environment that provides instruction so as to make attendees fit or qualified for incident support activities.
			JT	On-The-Job Training	An event dealing a person's experience and proficiency while performing assigned duties while performing a job.

<i>Event Kind</i>			<i>Event Category</i>		
Code	Name	Description	Code	Name	Description
			PC	Proficiency & Currency Event	An event dealing with maintenance of licenses, currencies, or proficiencies, including recurring proficiencies.
			SI	Simulation	An event dealing with simulation of various situations to provide experience or proficiency.