

**NWCG**  
**EVENT KIND & EVENT CATEGORY**  
**Standard Data Values**

June 15, 2004

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).

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>			
			BR	<b>Emergency Stabilization/ BAER</b>	An event dealing with emergency response to stabilize land and structures damaged by wildfire.
			DF	<b>Debris/Product Fire</b>	An event dealing with fire in any debris, compost, or commercial product. Potential for extended suppression action and resource commitment.
			FR	<b>Fire Rehabilitation</b>	An event dealing with objectives to repair damage or disturbance caused by wildfire.
			PP	<b>Preparedness/ Preposition/ Mobilization/ Other Support</b>	An event dealing with effective and efficient response by the wildland fire community to planned, anticipated or existing all-risk event activity. This category includes activities such as move-up and cover, fire menace standby, and severity activities.

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<b>Code</b>	<b>Name</b>	<b>Description</b>	<b>Code</b>	<b>Name</b>	<b>Description</b>
			<b>RX</b>	<b>Prescribed Fire</b>	An event dealing with a management-ignited wildland fire that burns under specific conditions where the fire is confined to a predetermined area & produces the fire behavior and fire characteristics required to attain resource management objectives as outlined in a prescribed fire plan.
			<b>SF</b>	<b>Structure Fire</b>	An event dealing with a fire originating in and burning any part or all of any building, shelter, or other structure.
			<b>VF</b>	<b>Vehicle Fire</b>	An event dealing with a fire originating in and burning any part of a vehicle or mobile equipment.
			<b>WF</b>	<b>Wildfire</b>	An event dealing with a fire occurring on wildland that is not meeting management objectives and thus requires a suppression response.
			<b>WU</b>	<b>Wildland Fire Use</b>	An event dealing with the management of a naturally ignited wildland fire to accomplish specific pre-stated resource management objectives in predefined geographic areas outlined in the Fire Management Plans.
<b>HZ</b>	<b>Hazardous Conditions</b>	<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>			
			<b>BI</b>	<b>Biological or Toxic Conditions</b>	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.
			<b>FG</b>	<b>Flammable Gas, Oil, and other liquids conditions</b>	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
			<b>EX</b>	<b>Explosives or Electrical Danger</b>	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.
			<b>RD</b>	<b>Radioactive/Nuclear Conditions</b>	An event dealing with the various situations that arise as a result of the presence of radioactive materials.

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<b>AC</b>	<b>Accident</b>	<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>			
			<b>AI</b>	<b>Air Accident</b>	An event dealing with an accident or mishap involving aircraft.
			<b>MV</b>	<b>Motor Vehicle Accident</b>	An event dealing with an accident or mishap involving on- or off-highway vehicles.
			<b>RA</b>	<b>Rail Accident</b>	An event dealing with an accident or mishap involving railway vehicles.
			<b>MR</b>	<b>Marine Accident</b>	An event dealing with an accident or mishap involving watercraft.
			<b>ST</b>	<b>Structure Accident</b>	An event dealing with a major accident or mishap such as collapse of a building or other man-made structure.
<b>AP</b>	<b>Agency Program Support</b>	<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>			
			<b>RP</b>	<b>Resource Program (internal)</b>	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.
			<b>LE</b>	<b>Law Enforcement (internal)</b>	An event dealing with the agency's law enforcement program. Includes non-fire infrared flights, surveillance, etc.
			<b>MG</b>	<b>Management Event (internal)</b>	An event dealing with agency-specific administrative programs, such as public relations.

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<b>PA</b>	<b>Public Assistance</b>	<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>			
			<b>CM</b>	<b>Community Event</b>	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.
			<b>PS</b>	<b>Public Service Organization Event</b>	An event managed by local public service organizations (police, fire, law enforcement, emergency medical services, or military).
			<b>IN</b>	<b>Infrastructure Event</b>	An event dealing with public infrastructure such as water, electric, transportation, or communication networks.
<b>SR</b>	<b>Search/ Rescue/ Recovery</b>	<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>			
			<b>UR</b>	<b>Urban Search/ Rescue/ Recovery</b>	An event dealing with a search, and/or rescue, and/or recovery in an urban setting.
			<b>WL</b>	<b>Wildland Search/ Rescue/ Recovery</b>	An event dealing with a search, and/or rescue, and/or recovery in a wildland setting.
			<b>MN</b>	<b>Marine Search/ Rescue/ Recovery</b>	An event dealing with a search, and/or rescue, and/or recovery in a marine setting.
			<b>MA</b>	<b>Medical Assist</b>	An event dealing with a rescue, and/or recovery, and/or service for a non-accident medical emergency (e.g. heart attack, illness, etc.).

<b>ND</b>	<b>Natural Disasters &amp; Severe Weather</b>	<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>			
			<b>EQ</b>	<b>Earthquake</b>	An event dealing with response to an earthquake.
			<b>FL</b>	<b>Flooding</b>	An event dealing with response to a major flood.
			<b>HU</b>	<b>Hurricane/Typhoon</b>	An event dealing with response to an hurricane or typhoon.
			<b>LS</b>	<b>Landslide/Mass Earth Movement/Avalanche/Sinkhole</b>	An event dealing with response to mass movement of the earth's surface, including landslide, mudslide, slumping, sinkhole etc.
			<b>TS</b>	<b>Thunderstorm/Tornado/High Winds</b>	An event dealing with response to a severe storms such as thunderstorms, tornado, or high winds.
			<b>TU</b>	<b>Tsunami</b>	An event dealing with response to a tsunami.
			<b>VO</b>	<b>Volcano</b>	An event dealing with response to volcanic activity.
			<b>WW</b>	<b>Severe Winter Weather</b>	An event dealing with response to an severe winter weather such as blizzards, heavy snow, or ice storms.
<b>TR</b>	<b>Training &amp; Proficiency</b>	<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>			
			<b>CT</b>	<b>Classroom Training</b>	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.
			<b>JT</b>	<b>On-The-Job Training</b>	An event dealing a person's experience and proficiency while performing assigned duties while performing a job.
			<b>PC</b>	<b>Proficiency &amp; Currency Event</b>	An event dealing with maintenance of licenses, currencies, or proficiencies, including recurring proficiencies.
			<b>SI</b>	<b>Simulation</b>	An event dealing with simulation of various situations to provide experience or proficiency.