

Incident/Event Standby

Tier IV

No standby unless requested

- < 100 people
- No hazards determined by F&LS
- Does not require specialty (personnel or equipment)
- Does not require other public safety counterparts

Tier III

One engine, One F&LS personnel

- 101-749 people
- Hazards determined by F&LS
- No IMT presence
- Officer on apparatus will be OIC
- Does not require other public safety counterparts

Tier II

One engine, one battalion chief, two F&LS personnel

- 750-1500 people
- Hazards determined by F&LS
- IMT forward team in place with IAP
- May have medic unit present
- CCSO presence 10-15 deputies

Tier 1

One engine, one squad, one battalion chief, two F&LS personnel

- 1500+ people
- Require specialty
- Medic unit on scene
- May go over one operational period
- IMT assigned
- IAP created
- 15+ deputies assigned.

Event standby apparatus identified for each tier will be a minimum for the assignment. Specialty apparatus may need to be assigned, in addition to, for possible hazards presented (e.g. brush trucks, boats, etc.)

Personnel that are part of the IMT will be an additional cost.

Fee Schedule for Events

All rounded up to the next \$5 increment

Current Pay at maximum cost

FF - \$75.00/hr.

DE - \$85.00/hr.

CPT/LT - \$120.00/hr.

BC - \$140.00/hr.

Inspector 1 - \$85.00/hr.

Inspector 2 - \$100.00/hr.

CPT/LT Inspector – 115.00/hr.

Proposed Contract Pay

At 5-year box for median pay

FF - \$60.00/hr.

DE - \$75.00/hr.

LT/CPT - \$115.00/hr.

BC - \$135.00/hr.

Inspector 1 - \$65.00/hr.

Inspector 2 - \$75.00/hr.

CPT/LT Inspector – 110.00/hr.