

**Berks County Department of Emergency Services**  
**OFFICIAL MUNICIPAL FIRE & EMS RUN CARD FORM - PAGE 1**

<b>Municipality #</b>	<b>Fire Co. #</b>	<b>EMS Co. #</b>	<b>Run Card #</b>
41	99	810	101

*Home Company/Unit is first due at all 1st alarm levels*

*Minimum to 2nd alarm level on all call types except for structure fire and brush fire*

**Structure Fire Alarms (To 7th Alarm Required)**

		<b>Standby</b>	<b>Relocate</b>
<b>1st Alarm (Entrapment):</b>	CO99, E98, E10, TW7, R67RIT, 1ALS	<b>1st Alarm (Entrapment):</b>	E97-1, LH E3-1, E84, L64, AIR85
<b>2nd Alarm (Entrapment):</b>	E97-1, LH E3-1, E84, L64, AIR85, 1BLS	<b>2nd Alarm (Entrapment):</b>	E23-1, E90, MC E27, QT91, T97, T98
<b>1st Alarm:</b>	CO99, E98, E10, TW7	<b>1st Alarm:</b>	
<b>2nd Alarm:</b>	E97-1, LH E3-1, E84, L64, R67RIT, AIR85, 1BLS	<b>2nd Alarm:</b>	E23-1, E90, MC E27, QT91, T97, T98
<b>3rd Alarm:</b>	E23-1, E90, QT91, T97, T98, RH85	<b>3rd Alarm:</b>	E14, REN37, REN36RIT
<b>4th Alarm:</b>	E14, REN37, REN36RIT, Z2TTF, CAN9, 1ALS	<b>4th Alarm:</b>	CC E88, E25, TW45
<b>5th Alarm:</b>	CC E88, E25, E19-2, AIR85	<b>5th Alarm:</b>	E12, E21-1, E64, TW79, L12
<b>6th Alarm:</b>	E12, E21-1, E64, TW79	<b>6th Alarm:</b>	E32, ET46, E65, L15
<b>7th Alarm:</b>	E32, ET46, E65, L15, SETTFF	<b>7th Alarm:</b>	E51, E2
			E19-2 (99), E91 (10)
			E25-2 (97), E87 (98)
			E85-2 (99), E77 (23)
			E4 (84)

**Brush Fire: (To 7th Alarm Required)**

<b>Brush Fire:</b>	CO99, B18-3
<b>1st</b>	
<b>2nd</b>	B24, B24-1, B33, E98
<b>3rd</b>	B56, B61, ATK47, E10, E97, LH E3-1, T97
<b>4th</b>	B36-1, B36-2, B70, B5, E84, E23-1, E90, RH85
<b>5th</b>	B329, B25-1, B23, T98, CAN9
<b>6th</b>	B25, ATK25, MC E27, E14, REN37, T72, T44
<b>7th</b>	B6, B22-1, E19-2, E91, T32, ET24

**Accidents/MVA**

<b>Unknown Injuries:</b>	1BLS
<b>1st</b>	
<b>2nd</b>	
<b>3rd</b>	
<b>4th</b>	
<b>With Injuries:</b>	CO99, 1ALS
<b>1st</b>	
<b>2nd</b>	E98
<b>3rd</b>	
<b>4th</b>	
<b>With Entrapment:</b>	CO99, E98, R98, 1BLS, 1ALS, 1QRS
<b>1st</b>	
<b>2nd</b>	E10, E97, R37
<b>3rd</b>	E10-2, R7
<b>4th</b>	

**Accident/MVA with Fire**

<b>Unknown Injuries w/ Fire:</b>	CO99, E98, 1BLS
<b>1st</b>	
<b>2nd</b>	E10, E97
<b>3rd</b>	
<b>4th</b>	
<b>With Injuries w/ Fire:</b>	CO99, E98, R98, 1BLS, 1ALS
<b>1st</b>	
<b>2nd</b>	E10, E97, E10-2, R37
<b>3rd</b>	E97-1, LH 3-1, R7
<b>4th</b>	
<b>Entrapment w/ Fire:</b>	CO99, E98, E97, R98, 1BLS, 1ALS, 1QRS
<b>1st</b>	
<b>2nd</b>	E97-1, LH 3-1, E84, R7
<b>3rd</b>	E23-1, E90, REN50
<b>4th</b>	

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41	99	810	101

<b>AFA:</b> <i>1st</i>	CO99, TW98	<b>Generic Rescue:</b> <i>1st</i>	CO99, R98, 1ALS		
	<i>2nd</i>		E98, E10, TW7	<i>2nd</i>	E98, E10, R37
	<i>3rd</i>			<i>3rd</i>	E97, TW98, R7
	<i>4th</i>			<i>4th</i>	
<b>Vehicle Fire:</b> <i>1st</i>	CO99	<b>Air Crash / Emergency:</b> <i>1st</i>	CO99, E98, E10, R98, 1BLS, 1ALS		
	<i>2nd</i>		E98, E10	<i>2nd</i>	E97, E10-2, E97-1, LH E3-1, R37
	<i>3rd</i>		E97, E10-2, T97, R99	<i>3rd</i>	
	<i>4th</i>			<i>4th</i>	
<b>Miscellaneous / Unknown Fire:</b> <i>1st</i>	CO99	<b>Building Collapse:</b> <i>1st</i>	CO99, E98, E10, R98, COL15, COL85, 2BLS, 1ALS		
	<i>2nd</i>		E98, E10	<i>2nd</i>	E97, E10-2, E97-1, LH E3-1, R37, R7, TW98
	<i>3rd</i>			<i>3rd</i>	
	<i>4th</i>			<i>4th</i>	
<b>Wires Down / Arcing:</b> <i>1st</i>	E99	<b>Confined Space Rescue:</b> <i>1st</i>	CO99, E98, E10, R98, COL15, COL85, 1BLS, 1ALS		
	<i>2nd</i>		E98	<i>2nd</i>	E97, E10-2, E97-1, LH E3-1, R37, R7, TW98
	<i>3rd</i>			<i>3rd</i>	
	<i>4th</i>			<i>4th</i>	
<b>CO Alarm:</b> <i>1st</i>	CO99, 1BLS	<b>High Angle Rescue:</b> <i>1st</i>	CO99, E98, E10, R98, R36, TW7, 1BLS, 1ALS		
	<i>2nd</i>		R98	<i>2nd</i>	E97, E10-2, E97-1, LH E3-1, R37, R7, TW98
	<i>3rd</i>			<i>3rd</i>	
	<i>4th</i>			<i>4th</i>	

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<u>Municipality #</u>	<u>Fire Co. #</u>	<u>EMS Co. #</u>	<u>Run Card #</u>
41	99	810	101

<b>Trees Down:</b>	<u>1st</u>	E99	<b>Trench Rescue:</b>	<u>1st</u>	CO99, E98, E10, R98, COL15, COL85, 1BLS, 1ALS
	<u>2nd</u>	E98		<u>2nd</u>	E97, E10-2, E97-1, LH E3-1, R37, R7, TW98
	<u>3rd</u>			<u>3rd</u>	
	<u>4th</u>			<u>4th</u>	
<b>Pump Detail:</b>	<u>1st</u>	U99	<b>Water Accident / Rescue:</b>	<u>1st</u>	CO99, E98, R98, MAR18, 1ALS
	<u>2nd</u>	E98		<u>2nd</u>	E10, E97, R37, MAR25
	<u>3rd</u>			<u>3rd</u>	
	<u>4th</u>			<u>4th</u>	
<b>Bomb Threat:</b>	<u>1st</u>	CO99, TW98	<b>Search Detail:</b>	<u>1st</u>	CO99, R98, 1BLS, 1QRS
	<u>2nd</u>	E98, E10, TW7		<u>2nd</u>	E98, E10, R37
	<u>3rd</u>			<u>3rd</u>	
	<u>4th</u>			<u>4th</u>	
<b>Hazmat:</b>	<u>1st</u>	CO99, R98	<b>Helicopter Standby:</b>	<u>1st</u>	E99-1
	<u>2nd</u>	E98, R37		<u>2nd</u>	E98, E10, R37
	<u>3rd</u>	E10, E97, E10-2, 710, 1ALS		<u>3rd</u>	
	<u>4th</u>			<u>4th</u>	
<b>Fire Police:</b>	<u>1st</u>	99FP, 98FP	<b>Medical Assist:</b>	<u>1st</u>	E99-1
	<u>2nd</u>	12FP, 26FP, TRF6		<u>2nd</u>	R98
	<u>3rd</u>			<u>3rd</u>	
	<u>4th</u>			<u>4th</u>	

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<u>Municipality #</u>	<u>Fire Co. #</u>	<u>EMS Co. #</u>	<u>Run Card #</u>
41	99	810	101

[xx] = Unit Type (##) = Minimum Required

<b>Engine [E] (25):</b>	E98, E10, E97, E10-2, E97-1, LH E3-1, E84, E23-1, E90, MC E27, R14, REN37, E19-2, E91, CC E88, E25, E25-2, E87, E12, E21-1, E64,E85-2, E77, E32, ET46, E65, E4, E51, E2		
	<b>Aerial: [AT] = Any Type [L] = Ladder [TW] = Tower [QT] = Quint [SN] = Snorkel</b>		
<b>Aerial [AT] (10):</b>	TW99, TW7, L64, RL1, QT91, TW45, L1, TW79, L12, L15		
<b>Brush [B] (25):</b>	B18-3, B24, B24-1, B33, B56, B61, ATK47, B36-1, B36-2, B70, B5, B29, B25-1, B23, B25, ATK25, B6, B22-1, B22, B30, B19, B19-1, B44, B34		
<b>Tanker [T] (25 or TTF):</b>	T97, T98, T72, T44, T32, ET24, T20, T85, ET12, T50, T14, T14-1, ET25, T33, T18, T34, T26, T13, T42		
<b>Tanker Task Force [TTF]:</b>	Z2TTF, SETTf, Z4TTF		
<b>Rescue [R] (10):</b>	R98, R37, R7, REN50, R56, R61, R5, R11, R85, REN6, RR1, R21	<b>[ATV] (5):</b>	ATV33, ATV53, ATV25, ATV18-4, ATV36
<b>[RIT] (5):</b>	R67, REN36, R85, R25, R7, R1, E47, R56	<b>[AIR]:</b>	AIR85, AIR28
<b>Attack [ATK]:</b>		<b>ARFF [ARF]:</b>	ARF76-1, ARF76-2
<b>Canteen [CAN] (1):</b>	CAN9, LB CAN49	<b>Utility [U]:</b>	
<b>Spill [SP] (5):</b>	SP67, SP1, SP27, SP10, SP58	<b>Rehab [RH] (1):</b>	RH85, RH25
<b>Foam [FO] (2):</b>	FO18, FO10, FO45	<b>Hazmat [HZ] (1):</b>	710
<b>Marine [MAR] (5):</b>	MAR18, MAR25, MAR25-1, MAR40, MAR16, MAR7	<b>SCUBA [SC]:</b>	RSC1, SC16
<b>Collapse [COL]:</b>	COL85, COL15	<b>Mobile Command Post [MCP]:</b>	
<b>Fire Police [FP]:</b>	98FP, 12FP, 26FP, 18FP, 33FP, 45FP, 04FP, 25FP, M34FP, 22FP	<b>Traffic [TRF]:</b>	TRF6, TRF49, TRF58, TRF15, TRF16

**Temporary Notes:**

**Public Utilities (That cover the area this run card covers)**

<b>Electric:</b>	LLP Utilities
<b>Natural Gas:</b>	IGU
<b>Telephone:</b>	Valley Junction
<b>Cable:</b>	Shoestring Cable

Out of County Units - Use the codes listed to the right to indicate the county followed by the unit type then station.

Example: Montgomery County Engine 65 = "MC E65"

BU = Bucks  
 CC = Chester  
 LN = Lancaster  
 LB = Lebanon  
 LH = Lehigh  
 MC = Montgomery  
 SC = Schuylkill

**Berks County Department of Emergency Services**  
**OFFICIAL MUNICIPAL FIRE & EMS RUN CARD FORM - PAGE 5**

<u>Municipality #</u> 41	<u>Fire Co. #</u> 99	<u>EMS Co. #</u> 810	<u>Run Card #</u> 101
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Minimum Required for BLS & ALS is 10th due.

	<u>BLS</u>	<u>QRS</u>	<u>ALS</u>
<b>1st:</b>	810 Sta 1	U10	810 Sta 1
<b>2nd:</b>	810 Sta 2		810 Sta 2
<b>3rd:</b>	800		800
<b>4th:</b>	620		620
<b>5th:</b>	510		625
<b>6th:</b>	625		675 Sta 1
<b>7th:</b>	675 Sta 1		660
<b>8th:</b>	660		675 Sta 2
<b>9th:</b>	675 Sta 2		MC Upper Limerick
<b>10th:</b>	MC Upper Limerick		610
<b>11th:</b>	610		
<b>12th:</b>			

EMS Specific Call Types

1. ALSMED
2. ALSTRAUMA
3. BLSMED
4. BLSTRAUMA
5. ASLTIJ
6. CARDARST
7. CHOKING
8. CLASS 4
9. CLASS 5
10. DOMINJ
11. FIGHTIJ
12. INDACC
13. OD
14. PEDACC
15. RESPARST
16. SHOOTING
17. STABBING
18. SUICIDE
19. UNCONS

List any call type and level where a medical assist (not QRS) from a fire department is required on initial dispatch or at a specified response level.

1, 2 - 3rd Due or greater

Temporary Notes:

Out of County Units - Use the codes listed to the right to indicate the county followed by the unit type then station.  
 Example: Montgomery County 369 = "MC 369"

BU = Bucks            LH = Lehigh  
 CC = Chester        MC = Montgomery  
 LN = Lancaster      SC = Schuylkill  
 LB = Lebanon