



Mesquite Fire Rescue

MFR 24 Hour Log

<u>Time / Date</u>	<u>Call Nature</u>	<u>Synopsis</u>
05:47:37 06/03/26	E-Sick-C	Rescue 11 and Rescue 12 responded to report of a sick person, one patient assessed, treated and transported to mesa View.
07:33:03 06/03/26	Fire Alarm	Engine 31 responded to reports of a fire alarm, no smoke or fire found.
09:36:45 06/03/26	E-Falls-B	Rescue 32 responded to reports of a fall, one person was lift assisted.
11:04:25 06/03/26	E-Falls-A	Rescue 12 responded to report of a fall, one patient assessed, but refused transport against medical advice.
12:39:04 06/03/26	E-Unconscious-C	Rescue 11 and Rescue 12 responded to report of an unconscious, one patient assessed, but refused transport against medical advice.
13:42:54 06/03/26	E-Falls-B	Cancelled.
13:45:03 06/03/26	E-Falls-B	Rescue 12 responded to report of a fall, one patient assessed, treated and transported to mesa View.
13:54:27 06/03/26	E-Falls-B	Rescue 31 responded to reports of a fall, one patient was treated and transported to Intermountain St. George Hospital.
14:07:59 06/03/26	E-Transfer-A	Rescue 31 responded to an inter facility transport, Mesaview to Sunrise Hospital. One patient was treated and transported.
16:34:12 06/03/26	F-Smoke Invest	Engine 31, and Rescue 32 responded to reports of smoke, upon arrival no fire was found. Smoke was from broken AC unit.
16:59:22 06/03/26	E-Falls-B	Rescue 32 responded to reports of a fall, one patient was treated and transport to Mesaview Hospital.
20:45:01 06/03/26	E-Falls-A	Rescue 33 responded to reports of a fall, one person was lift assisted.

<u>Time / Date</u>	<u>Call Nature</u>	<u>Synopsis</u>
21:27:16 06/03/26	E-Sick-D	Rescue 32 and 33 responded to reports of a sick person, one person signed out against medical advice.

Total Incident for This Report: 13

Report Includes:

All dates between `00:00:00 06/03/26` and `00:00:00 06/04/26`, All agencies matching `MFD`, All responsible persons, All dispositions, All conditions observed, All conditions reported, All condition codes, All locations, All cities, All natures