## Juravinski Dispatch Set - PRIORITY 1, Then Proximity (Mar 06)

| PMV            | LOC | ZONE | UNIT | SECTION | FLOOR | BUILDING | CAMPUS |    |    |
|----------------|-----|------|------|---------|-------|----------|--------|----|----|
| VALUE          | 11  | 7    | 7    | 2       | 5     | 3        | 1      |    |    |
| AUTO LOCATION  | LOC | ZONE | UNIT | SECTION | FLOOR | BUILDING | BASE   |    | •  |
| MINUTES        | 4   | 8    | 7    | 14      | 10    | 12       | 16     |    |    |
|                |     |      |      |         |       |          |        |    |    |
| PRIORITY       | 1   | 2    | 3    | 4       | 5     | 6        | 7      | 8  | 9  |
| VALUE          | 20  | 11   | 7    | 5       | 4     | 3        | 2      | 1  | 0  |
| ESCAL PRIORITY | 1   | 2    | 3    | 4       | 5     | 6        | 7      | 8  | 9  |
| MINUTES        |     | 14   | 8    | 8       | 5     | 5        | 25     | 30 | 40 |

APPT 1.2

|                        | OD | APPT |     | ZONE % | PRIORITY % | TY % AGE of 6 |     | COMBINED % |  |
|------------------------|----|------|-----|--------|------------|---------------|-----|------------|--|
| PRIORITY 1 IN LOCATION | 31 | 35   |     | 100.0% | 100.0%     | 40            |     | 100.0%     |  |
| Priority 1 in Zone     | 27 | 31   |     | 63.6%  | 100.0%     | 40            |     | 81.8%      |  |
| Priority 1 in Floor    | 25 | 29   |     | 45.5%  | 100.0%     | 40            |     | 72.7%      |  |
| Priority 1 in Building | 23 | 27   |     | 27.3%  | 100.0%     | 40            |     | 63.6%      |  |
| Priority 1 in Section  | 22 | 26   |     | 18.2%  | 100.0%     | 40            |     | 59.1%      |  |
| Priority 2 in Location | 22 | 74.2 |     | 100.0% | 55.0%      | 26            |     | 77.5%      |  |
| Priority 2 in Zone     | 18 | 20.2 |     | 63.6%  | 55.0%      | 26            |     | 59.3%      |  |
| Priority 3 in Location | 18 | 19.4 |     | 100.0% | 35.0%      | 18            |     | 67.5%      |  |
| Priority 2 in Floor    | 16 | 18.2 |     | 45.5%  | 55.0%      | 26            |     | 50.2%      |  |
| Priority 4 in Location | 16 | 17   |     | 100.0% | 25.0%      | 10            |     | 62.5%      |  |
| Priority 5 in Location | 15 | 15.8 |     | 100.0% | 20.0%      | 5             |     | 60.0%      |  |
| Priority 2 in Building | 14 | 16.2 |     | 27.3%  | 55.0%      | 26            |     | 41.1%      |  |
| Priority 3 in Zone     | 14 | 15.4 |     | 63.6%  | 35.0%      | 18            |     | 49.3%      |  |
| Priority 2 in Section  | 13 | 15.2 |     | 18.2%  | 55.0%      | 26            |     | 36.6%      |  |
| Priority 3 in Floor    | 12 | 13.4 |     | 45.5%  | 35.0%      | 18            |     | 40.2%      |  |
| Priority 4 in Zone     | 12 | 13   |     | 63.6%  | 25.0%      | 10            |     | 44.3%      |  |
| Priority 5 in Zone     | 11 | 11.8 |     | 63.6%  | 20.0%      | 5             |     | 41.8%      |  |
| Priority 3 in Building | 10 | 11.4 |     | 27.3%  | 35.0%      | 18            | - [ | 31.1%      |  |
| Priority 4 in Floor    | 10 | 11   |     | 45.5%  | 25.0%      | 10            |     | 35.2%      |  |
| Priority 3 in Section  | 9  | 10.4 |     | 18.2%  | 35.0%      | 18            |     | 26.6%      |  |
| Priority 5 in Floor    | 9  | 9.8  |     | 45.5%  | 20.0%      | 5             |     | 32.7%      |  |
| Priority 4 in Building | 8  | 9    | 242 | 27.3%  | 25.0%      | 10            |     | 26.1%      |  |
| Priority 4 in Section  | 7  | 8    |     | 18.2%  | 25.0%      | 10            |     | 21.6%      |  |
| Priority 5 in Building | 7  | 7.8  |     | 27.3%  | 20.0%      | 5             |     | 23.6%      |  |
| Priority 5 in Section  | 6  | 6.8  |     | 18.2%  | 20.0%      | 5             |     | 19.1%      |  |

\* Thing to analyze - Speed of escalation - What defermines optimal one?

- Before and After, Disputch values by Area and also Priority

- Priority Spread Abraughout the Site [2-6]

- Arto Location Level speed - Optimal Defermination?

- minimal Priority Zaros as this imports everything

Factors Affecting - # of forters in Pool
- Volume of could at time of entry
- Disputch Set