



AMR/RM Santa Clara 911 Response Compliance and Penalty (DRAFT)

Period: Jan 2022 to Jan 2022

Compliance Reporting 2022/01/01 - 2022/01/31																				Outlier Reporting 2022/01/01 - 2022/01/31			
Priority	Zone	On Time	Late	Total Incidents	Do Not Count	Cancel Calls	Cancel Calls LATE	Adjusted Total Incidents	Adjusted Late	Exemptions Requested	Exemptions Approved	Time Corrections Approved	Compliance Calculated Incidents	Compliance Calculated Late	Proforma Calculated Late	Response Time Compliance	Proforma Response Time Compliance	Zone Damages	Proforma Zone Damages	Zone	Late Response Fine	Credits	Total Fine Assessment
Code 2	Zone 1	719	55	774	0	77	0	697	55	0	0	21	697	34	34	95.12%	95.12%	\$0	\$0	Zone 1	\$3,400	0%	\$3,400
	Zone 2	598	50	648	0	102	0	546	50	0	0	10	546	40	40	92.67%	92.67%	\$0	\$0	Zone 2	\$3,800	0%	\$3,800
	Zone 3	641	73	714	0	89	3	625	73	0	0	18	625	55	55	91.20%	91.20%	\$0	\$0	Zone 3	\$5,800	0%	\$5,800
	Zone 4	743	71	814	0	75	3	739	71	0	0	19	739	52	52	92.96%	92.96%	\$0	\$0	Zone 4	\$8,750	0%	\$8,750
	Zone 5	242	27	269	0	22	3	247	27	0	0	4	247	23	23	90.69%	90.69%	\$0	\$0	Zone 5	\$2,450	0%	\$2,450
	Code 2 Total	2943	276	3219	0	365	9	2854	276	0	0	72	2854	204	204	92.85%	92.85%			Code 2 Total	\$24,200	0%	\$24,200
	Zone 1	1028	222	1250	0	94	4	1156	222	75	75	32	1156	115	115	90.05%	90.05%	\$0	\$0	Zone 1	\$10,600	0%	\$10,600
Code 3	Zone 2	1321	243	1564	0	86	7	1478	243	57	57	39	1478	147	147	90.05%	90.05%	\$0	\$0	Zone 2	\$15,850	0%	\$15,850
	Zone 3	2269	430	2699	0	167	17	2532	430	23	23	72	2532	335	335	86.77%	86.77%	\$60,000	\$50,000	Zone 3	\$51,450	0%	\$111,450
	Zone 4	2228	459	2687	0	141	18	2546	459	0	0	67	2546	362	362	84.60%	84.60%	\$75,000	\$75,000	Zone 4	\$47,000	0%	\$122,000
	Zone 5	533	70	603	0	37	7	566	70	4	4	10	566	56	56	90.11%	90.11%	\$0	\$0	Zone 5	\$14,800	0%	\$14,800
	Code 3 Total	7379	1424	8803	0	525	53	8278	1424	159	159	220	8278	1045	1045	87.38%	87.38%			Code 3 Total	\$139,700	0%	\$274,700
	Total	10322	1700	12022	0	890	62	11132	1700	199	199	292	11132	1249	1249	88.78%	88.78%						\$298,900