



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

Period: Jul 2022 to Jul 2022

		Compliance Reporting 2022/07/01 - 2022/07/31															Outlier Reporting 2022/07/01 - 2022/07/31						
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	768	42	810	0	84	1	726	42	3	2	21	726	19	19	97.38%	97.38%	\$0	\$0	Zone 1	\$1,400	0%	\$1,400
	Zone 2	694	46	740	0	95	4	645	46	1	1	23	645	22	22	96.59%	96.59%	\$0	\$0	Zone 2	\$1,600	0%	\$1,600
	Zone 3	698	50	748	0	83	3	665	50	6	5	18	665	27	27	95.94%	95.94%	\$0	\$0	Zone 3	\$5,800	0%	\$5,800
	Zone 4	850	50	900	0	117	5	783	50	4	4	14	783	32	32	95.91%	95.91%	\$0	\$0	Zone 4	\$8,150	0%	\$8,150
	Zone 5	305	21	326	0	22	0	304	21	2	1	7	304	13	13	95.72%	95.72%	\$0	\$0	Zone 5	\$1,800	0%	\$1,800
Code 2 Total		3315	209	3524	0	401	13	3123	209	16	13	83	3123	113	113	96.38%	96.38%			Code 2 Total	\$18,750	0%	\$18,750
Code 3	Zone 1	1173	233	1406	0	76	6	1330	233	18	15	51	1330	167	167	87.44%	87.44%	\$50,000	\$0	Zone 1	\$16,150	0%	\$66,150
	Zone 2	1328	218	1546	0	81	4	1465	218	14	8	61	1465	149	149	89.83%	89.83%	\$20,000	\$0	Zone 2	\$18,500	0%	\$38,500
	Zone 3	2192	367	2559	0	185	11	2374	367	16	12	110	2374	245	245	89.68%	89.68%	\$20,000	\$0	Zone 3	\$30,800	0%	\$50,800
	Zone 4	2254	310	2564	0	189	12	2375	310	18	11	90	2375	209	209	91.20%	91.20%	\$0	\$0	Zone 4	\$23,850	0%	\$23,850
	Zone 5	568	87	655	0	36	2	619	87	1	1	17	619	69	69	88.85%	88.85%	\$30,000	\$20,000	Zone 5	\$21,450	0%	\$51,450
Code 3 Total		7515	1215	8730	0	567	35	8163	1215	67	47	329	8163	839	839	89.72%	89.72%			Code 3 Total	\$110,750	0%	\$230,750
Total		10839	1424	12264	0	968	48	11286	1424	83	60	412	11286	952	952	91.56%	91.56%						\$249,500