Incidents may be typed in order to make decisions about resource requirements. Incident types are based on the following five levels of complexity. (Source: U.S. Fire Administration)

Type 5	• The incident can be handled with one or two single resources with up to six personnel.
	<ul> <li>Command and General Staff positions (other than the Incident Commander) are not</li> </ul>
	activated.
	<ul> <li>No written Incident Action Plan (IAP) is required.</li> </ul>
	• The incident is contained within the first operational period and often within an hour to
	a few hours after resources arrive on scene.
	<ul> <li>Examples include a vehicle fire, an injured person, or a police traffic stop.</li> </ul>
Type 4	<ul> <li>Command staff and general staff functions are activated only if needed.</li> </ul>
	<ul> <li>Several resources are required to mitigate the incident.</li> </ul>
	<ul> <li>The incident is usually limited to one operational period in the control phase.</li> </ul>
	• The agency administrator may have briefings, and ensure the complexity analysis and
	delegation of authority are updated.
	<ul> <li>No written Incident Action Plan (IAP) is required but a documented operational</li> </ul>
	briefing will be completed for all incoming resources.
	<ul> <li>The role of the agency administrator includes operational plans including objectives</li> </ul>
	and priorities.
Type 3	<ul> <li>When capabilities exceed initial attack, the appropriate ICS positions should be added to match the complexity of the insident.</li> </ul>
	to match the complexity of the incident.
	<ul> <li>Some or all of the Command and General Staff positions may be activated, as well as</li> <li>Division (Ourse, Ourse, Source, Source,</li></ul>
	Division/Group Supervisor and/or Unit Leader level positions.
	<ul> <li>A Type 3 Incident Management Team (IMT) or incident command organization</li> </ul>
	manages initial action incidents with a significant number of resources, an extended
	attack incident until containment/control is achieved, or an expanding incident until
	transition to a Type 1 or 2 team.
	<ul> <li>The incident may extend into multiple operational periods.</li> <li>A written IAD may be required for each excertional period.</li> </ul>
	A written IAP may be required for each operational period.
Type 2	<ul> <li>This type of incident extends beyond the capabilities for local control and is expected to go into multiple operational periods. A Type 2 incident may require the response of</li> </ul>
	to go into multiple operational periods. A Type 2 incident may require the response of
	resources out of area, including regional and/or national resources, to effectively
	<ul> <li>manage the operations, command, and general staffing.</li> <li>Most or all of the Command and General Staff positions are filled.</li> </ul>
	<ul> <li>A written IAP is required for each operational period.</li> </ul>
	<ul> <li>Many of the functional units are needed and staffed.</li> </ul>
	<ul> <li>Operations personnel normally do not exceed 200 per operational period and total</li> </ul>
	incident personnel do not exceed 500 (guidelines only).
	<ul> <li>The agency administrator is responsible for the incident complexity analysis, agency</li> </ul>
	administrator briefings, and the written delegation of authority.
Ture 4	<ul> <li>This type of incident is the most complex, requiring national resources to safely and</li> </ul>
Type 1	effectively manage and operate.
	<ul> <li>All Command and General Staff positions are activated.</li> </ul>
	<ul> <li>Operations personnel often exceed 500 per operational period and total personnel will</li> </ul>
	usually exceed 1,000.
	<ul> <li>Branches need to be established.</li> </ul>
	<ul> <li>The agency administrator will have briefings, and ensure that the complexity analysis</li> </ul>
	and delegation of authority are updated.
	<ul> <li>Use of resource advisors at the incident base is recommended.</li> </ul>
	<ul> <li>There is a high impact on the local jurisdiction, requiring additional staff for office</li> </ul>
	administrative and support functions.
1	