

DEPARTMENT NAME: DELTON		BOX ALARM TYPE: Structure Fire (Hydrant)			EFFECTIVE DATE: April 9 2020		MABAS DIVISION 131	
BOX ALARM # 4-11		LOCATION OR AREA: RESIDENTIAL- HYDRANT			AUTHORIZED SIGNATURE: <i>Chief Darren Jorgenson</i>			
LOCAL DISPATCH AREA:								
ALARM LEVEL	ENGINES	TRUCKS	SQUADS	AMBULANCES	CHIEFS	SPECIAL EQUIPMENT	CHANGE OF QUARTERS (Station #)	
STILL	ENGINE 1 ENGINE 2	TRUCK 9	SQUAD 4	DDEMS	DFD			
WORKING STILL	KILBOURN - A BARABOO		KILBOURN - A		KILBOURN - A	LD WATER DEPT- H LD PUBLIC WORKS- J		
MABAS BOX ALARM:								
ALARM LEVEL	ENGINES	TRUCKS	SQUADS	AMBULANCES	CHIEFS	SPECIAL EQUIPMENT	CHANGE OF QUARTERS (Station #)	
BOX	REEDSBURG LYNDON STATION - B	PORTAGE - C	LAVALLE	DDEMS BARABOO	REEDSBURG BARABOO	SALVATION ARMY	MAUSTON ENGINE - B NORTH FREEDOM TENDER	
2ND	MAUSTON - B (COQ) OXFORD - D	SAUK CITY	MERRIMAC	SAUK PRAIRIE REEDSBURG	MAUSTON - B PORTAGE - C		PRAIRIE DU SAC	
3RD	PRAIRIE DU SAC (COQ) LODI - C	POYNETTE - C	ARLINGTON - C	MAUSTON - B DIVINE SAVIOR - C	SAUK CITY POYNETTE - C	SAUK COUNTY EM MOBILE COMMAND POST	WAUNAKEE ENGINE - E	
4TH	WAUNAKEE - E (COQ) PARDEEVILLE - C	TOMAH - G	MAZOMANIE - E	ARLINGTON - C MARQUETTE - D	LA VALLE WAUNAKEE - E		DEFOREST ENGINE - E	
5TH	DEFOREST - E (COQ) WONEWOC - B	MIDDLETON - E	NEW LISBON - B	LODI - C ARLINGTON - C	MIDDLETON - E PARDEEVILLE - C	UNITED COOP - I	SUN PRAIRIE ENGINE - E	
INTERDIVISIONAL REQUEST		1st Choice 124	2nd Choice 116	3rd Choice 106	Card revised 12/17/2021 BOWEN			
INFORMATION								
(COQ) Designates Change of Quarters Unit responds from previous level								
A- Dells Dispatch (608) 253-1611 B- Juneau County (608) 847-9481 C- Columbia County (608) 742-4166 D- Marquette County (608) 297-2115 E- Dane County (608) 284-6800 F- Adams County (608) 339-3304 G. Monroe County (608) 269-2117 H- Lake Delton Water Department 608-432-1961 I- United Coop on-site diesel 356-2700 J- Lake Delton Public Works - Gary Hansen (608) 432-1141 K- WEM Duty Officer (800) 943-0003								
** COQ Unit contact Incident Command to determine response to quarters or scene for standby								