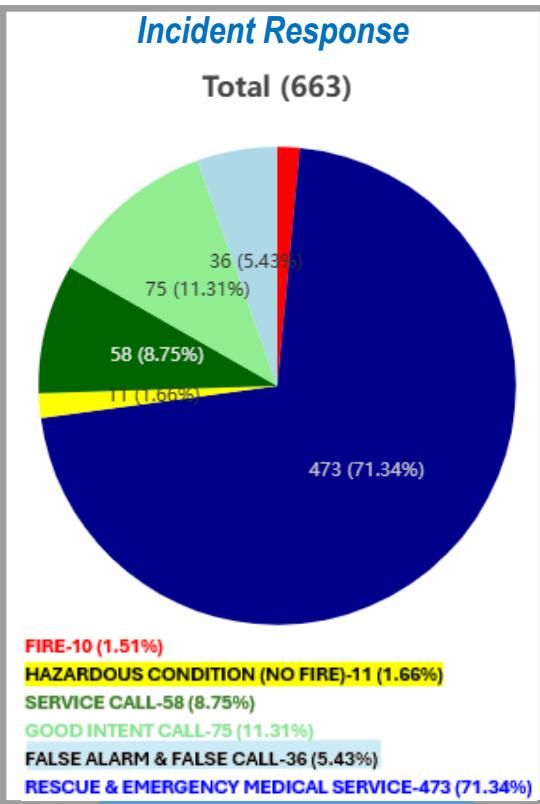




Cedar Hill Fire Monthly Snapshot

April 2025



Response Travel Time

Under 4 minutes	48%
Under 5 minutes	70%
Under 6 minutes	82%
Under 7 minutes	90%
Under 8 minutes	94%
Over 9 minutes	4%
Number of Responses	663
Turnout Time: Under 80sec	57%
Total Training Hours	1828

Around the Neighborhood

Our firefighters swapped helmets for storybooks during a special visit to the Traphene Hickman Library. Story Time with

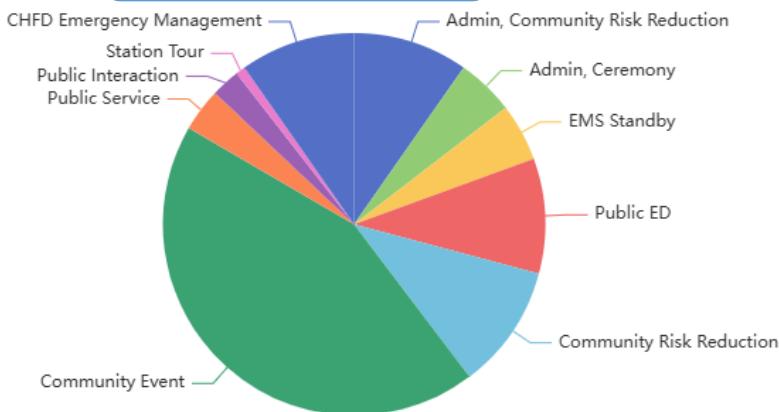


the Fire-fighters is one of our favorite ways to connect with the

youngest members of our community, building trust, sharing safety tips, and having a little fun along the way!

208 Fire Hydrants Inspected

97 Fire Prevention Inspections



CHFD Aids to Help Prevent Significant Fire

Engine 213 responded to a mutual aid request from the City of Duncanville for a reported smoke investigation at a multi-family apartment complex. Upon arrival, crews discovered and quickly extinguished a small fire. Although the fire was minor in size, it generated heavy smoke, prompting immediate concerns about possible fire extension. The crew conducted a primary search to ensure no occupants remained inside and initiated overhaul operations in the affected bathroom area. Ventilation was completed effectively to clear the structure and improve visibility and air quality. Engineer Tedvin Wright was serving as the acting officer on E213. All CHFD Engineers are trained to step into the company officer role when needed, and this response demonstrated that training in action. The crew's quick recognition of the potential hazards, decisive mitigation efforts, and thorough scene management helped prevent a more serious outcome. This incident highlights CHFD's readiness to respond effectively in mutual aid situations and reinforces the importance of early action, solid training, and coordinated operations.

The Mission of the Cedar Hill Fire Department is to protect lives and property through compassionate and professional emergency

responses and community involvement and engagement.