



Metz Fire & Rescue
 3-304 Stone Road W. #325
 Guelph, ON
 N1G 4W4
 Ph: (519) 763-9955
 Fax: (519) 763-6682

Haldimand County

During these unprecedented times, the Fire Industry has been hit with multiple price increases. This is due to the vast material lists required to produce a Fire Apparatus.

The following have been the primary drivers in cost inflation.

- Raw materials being exported from foreign countries have tripled in price
- Global chip shortage which is highly relied upon on a Fire Apparatus have become scarce, ultimately driving the cost up as demand is high.
- Covid 19 has bottlenecked production schedules and decreased work flows. Industry wide, companies such as KME have had to pour resources into altering the way we manufacture fire trucks to be able to continue production.
- Overseas parts from manufactures have had price increases (See Chart Below)
- The Canadian dollar has been incredible volatile during Covid 19 as it is driven primarily by the US and foreign markets.
- Freight and transport internationally have severely increased in price due to the continual rise in fuel costs

Below is a chart directly from REV showing the increases they have incurred over the last 2 years.

| Component | Increase over Last Year |
|----------------------------------|-------------------------|
| Engine / Accessories | 6% |
| Transmission / Accessories | 13% |
| Axles / Accessories | 4% |
| Tanks / Accessories | 17% |
| Paint / Chemicals / Accessories | 9% |
| HR Steel | 127% |
| Aluminum | 52% |
| Pumps / Hydraulics / Accessories | 4% |
| Lighting / Accessories | 9% |
| Metal Fabrication | 4% |
| All Other Components | 2% |
| Labor Wage Scales | 6-8% |



Metz Fire & Rescue

3-304 Stone Road W. #325

Guelph, ON

N1G 4W4

Ph: (519) 763-9955

Fax: (519) 763-6682

Thank you again and if there are any questions, please do not hesitate to contact me at 519-401-6654 or jordan@metzfirerescue.com.

Signature: _____

Jmetz

Print Name: Jordan Metz _____

Title: Sales _____

Date: April 25th, 2022 _____