Scenario 15

Basement apartment fire

Preparation:

75# fire set in the burn room

Safety line with ignition team

Forcible Entry door near the point of entry

Mannequin (optional)

Ventilation Prop on the roof of the 1st story (Multi-company evolution only)

**Single Company Evolution**

Size-Up: Command is on scene of a one story wood frame home on a basement with smoke showing from a basement window of Alpha side. I will be conducting a 360 and establish accountability of occupants.

Update: All units, I have spoken to the residents, the building has been evacuated and the fire is a kitchen fire in the basement apartment. Command will be on the South side of the building and this will be the Alpha side.

Assignments: Engine, on arrival initiate an interior attack.

**Multiple Company Evolution**

**For victim rescue scenarios Command/Operations should be encouraged to designate medical personnel for treatment/transport of victims. These personnel should not be included in the staffing available for fireground functions.**

Size-Up: Command is on scene of a one story wood frame home on a basement with smoke showing from a basement window of Alpha side. I will be conducting a 360 and establish accountability of occupants.

Update: All units, I have spoken to the residents, the building has been evacuated and the fire is a kitchen fire in the basement apartment. Command will be on the South side of the building and this will be the Alpha side.

Assignments: Station ­­\_\_\_, on arrival stretch to the Delta side and stretch a hose line for an attack on the basement apartment, conduct a primary search as you go. Station \_\_\_ lay a supply line to the attack engine from the hydrant and set up to ventilate and control utilities.

Instructions:

Ignition Team: Construct a 100# fire set in the burn room. After lighting, remove the ignitor from the building and place a movable wall in the doorway as shown in the scenario graphic. Monitor the fire and stoke it as necessary. The fire will be set ONLY on the first floor in the room indicated. A smudge pot may be used to increase the quantity of smoke.

Attack Team: Forcible entry will be done on the door prop prior to entry for fire attack. Door control should be emphasized after team entry. After extinguishment hydraulic ventilation can be considered and cooling/hydraulic overhaul can be used to cool the room.

Vent Team: (multi-company evolution) Emphasize the use of a roof ladder for rooftop evolutions on the props.

Search Team: Primary and secondary searches should be conducted. The use of victims for the scenario is optional but a live victim will never be used for a rescue scenario under live fire conditions.

**Instructor Notes:**

-Fuel load designations will be followed to protect the facility and provide consistent fire growth and behavior for the instructors.

-Nozzle selection will be determined by the department training but a minimum flow of 95 GPM or more must be available to attack teams.

-Before conducting each burn brief the following:

The burn plan/scenario

Location of apparatus, teams, and medical assistance

Emergency assembly point and personnel responsible for gaining accountability

-Students training in a Command role should be encouraged to utilize a tactical worksheet to guide their assignments and decision making.

-Personnel responsible for providing treatment to any potential injuries of victims will be identified prior to each burn.

-No fires will begin until a complete Go-No Go check has been conducted and appropriate safety supervision and medical treatment capabilities are in place.

