Scenario 5

First floor living room fire

Preparation:

100# 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 single story wood frame ranch style house on a crawlspace with smoke showing from the Alpha side of the home. 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 believed to be in the living room. Command will be on the North side of the building and this side will be the Alpha side.

Assignments: Engine, on arrival stretch to the front door and begin 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 two story wood frame house on a crawlspace with smoke showing from the Alpha side of the home. I will be conducting a 360 and establish accountability of occupants.

Update: All units, neighbors advise they believe the home may be occupied, the fire is believed to be in the living room. Command will be on the North side of the building and this will be the Alpha side.

Assignments: Station ­­\_\_\_, on arrival stretch to the front door and begin an interior attack and primary search. 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:**

-Scenario specifics: This scenario is a low difficulty scenario with a hose stretch of approximately 15’ inside the building and a 90 degree change of direction close to the nozzle in the stretch. Emphasis for this scenario should be placed on transitional attack consideration and the use of a master stream if possible to overwhelm the fire. Needed fire flow estimation, floor plan anticipation for a ranch style residence, and ventilation control of the fire with door control and vent limiting actions can also be discussed until fire suppression has been accomplished. Hose line deployment can also be discussed as much of the preconnect hose line will remain in the yard for this evolution and a well deployed hose line will make the entry easier.

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

-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 or victims will be identified prior to each burn. Any casualty simulations will be complete when the victim has been treated and packaged for transport.

-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.



