Truck Company Standard Operating Guide Fire Academy



Section III - Truck Company Operations



Structure Fire Suppression
Rescue Applications
Additional State Fire Training Skills
Communications For Air Management Policy
Truck Drill Equipment Set-Up

SAN DIEGO FIRE-RESCUE DEPARTMENT

FIRE ACADEMY STANDARD OPERATING GUIDE



TRAINING & EDUCATION DIVISION

TRUCK STANDARD OPERATING GUIDE

JANUARY 2021

CSFM FFI/FFII 2019 VERSION

TABLE OF CONTENTS

(*) = Core Academy Skill

Structure Fire Suppression	2
*Drill #1: SCBA	3
*Drill #2: Conventional Forcible Entry	4
*Drill #3: Commercial Forcible Entry	5
*Drill #4: Search and Rescue	6
*Drill #5: Ground Extension Ladders	8
*Drill #6: Vertical Ventilation Residential	9
Drill #7: Vertical Ventilation Commercial	10
*Drill #8: Natural Ventilation/PPV/Scene Lighting	11
Drill #9: Salvage Covers	12
Drill #10: Utilities	13
Rescue Applications	15
*Drill #11: Vehicle Rescue	16
*Drill #12: Ropes and Knots (Tool Ties)	18
*Drill #13: RPM	19
*Drill #14: Personal Escape System	20
Drill #15: Victim Down a Ladder	22
Drill #16: Air Bags	23
Additional State Fire Training Skills	24
Drill #17: Don Personal Protective Equipment (PPE)	25
Drill #18: Doff, Inspect and Prepare PPE for Reuse	25
Drill #19: Air Monitoring Instrument (Gas Detector)	25
Drill #20: Rescue Downed Firefighter	26
Drill #21: Overhaul	26
Communications for Air Management Policy	27
Truck Drill Equipment Set-Up Needs	28
Cribbing Information	31

SECTION 1:

Structure Fire Suppression

DESCRIPTION:			
*Drill #1: SCBA			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 2-6	1-3, 1-5, 1-6, 1-8	1:00	<u>SCBA</u>

PERFORMANCE MEASURES:	PASS	FAIL
SCBA Spiel.		
Check cylinder gauge and call out PSI.		
Open cylinder valve fully.		
Acknowledge Vibralert/PAK-Alert.		
Check remote pressure gauge and call out PSI.		
Check that area is clear and announce, "Stand clear, donning BA."		
Place hands through both shoulder straps and swing SCBA overhead.		
Lower SCBA onto shoulders and pull down on shoulder straps to tighten.		
Connect waist belt- weight of cylinder should be carried on hips.		
Remove helmet and place chin in chin pocket of face piece.		
Pull head harness up and tighten straps.		
Perform Fit Check by covering mask opening with hand and inhaling.		
No leakage of air shall be detected, and the face piece shall be drawn slightly		
to the face.		
Pull Nomex hood up to cover all exposed skin areas from heat.		
Replace helmet on head and tighten chin strap.		
Don gloves over jacket gauntlets.		
Attach regulator and clap hands signifying completion.		
Reference Drill Manual Chapter 6.		

DESCRIPTION:			
*Drill #2: Conventional Forcible Entry			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 5-10	3-4	N/A	Conventional F/E

Definition of Forcible Entry: The act of entering a building or occupancy via a door, window, or through a wall by the use of force. Forcible Entry Considerations: 1) What is the urgency? 2) Where is the emergency in relation to the entry point? 3) Can entry be made by conventional methods? 4) What method of forcible entry will be the quickest? 5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap- Set-> Force: 1) Gap Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door. Reference Drill Manual Chapter 21.	PERFORMANCE MEASURES:	PASS	FAIL
Forcible Entry Considerations: 1) What is the urgency? 2) Where is the emergency in relation to the entry point? 3) Can entry be made by conventional methods? 4) What method of forcible entry will be the quickest? 5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap- Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.	Definition of Forcible Entry: The act of entering a building or occupancy via		
1) What is the urgency? 2) Where is the emergency in relation to the entry point? 3) Can entry be made by conventional methods? 4) What method of forcible entry will be the quickest? 5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? 8) Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). 8) Always try before you pry. 8) Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.	a door, window, or through a wall by the use of force.		
2) Where is the emergency in relation to the entry point? 3) Can entry be made by conventional methods? 4) What method of forcible entry will be the quickest? 5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the frame 3) Force door inward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
3) Can entry be made by conventional methods? 4) What method of forcible entry will be the quickest? 5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (two-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
4) What method of forcible entry will be the quickest? 5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for a charged hose line prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
5) What method of forcible entry will cause the least damage? 6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? 8 Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
6) Do conditions indicate the need for ventilation prior to entry? 7) Do conditions indicate the need for a charged hose line prior to entry? Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
7) Do conditions indicate the need for a charged hose line prior to entry? Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
entry? Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
Door Size Up: 1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
1) Building construction 2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
2) Door and door frame construction 3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
3) Direction of swing 4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
4) Lock mechanisms (location, type, quantity, quality and weakest link). Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.	,		
Always try before you pry. Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
Gap-> Set-> Force: 1) Gap- Place the Adz in between door and frame then cam to create a gap a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.	, , , , , , , , , , , , , , , , , , , ,		
a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
a. Gap can be held with a door wedge or axe blade (Gain Saver) 2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.	· · · -		
2) Set- Place the Claw into the gap and drive to desired depth by using a striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
striking tool 3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
3) Force- Apply force by pushing or pulling on Halligan Bar. Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
Outward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
 Insert the Adz between door/frame and cam down to create a gap Set the Claw until the tips wraps the door Force outward. Inward Swinging Door (two-tool): Insert the Adz between door/frame and cam down to create a gap Set the Claw until the tips wrap the frame Force door inward. Inward Swinging Door (one-tool): Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. Push the tool inward to force the door. 			
2) Set the Claw until the tips wraps the door 3) Force outward. Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
Inward Swinging Door (two-tool): 1) Insert the Adz between door/frame and cam down to create a gap 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
 Insert the Adz between door/frame and cam down to create a gap Set the Claw until the tips wrap the frame Force door inward. Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. Push the tool inward to force the door. 	3) Force outward.		
 Insert the Adz between door/frame and cam down to create a gap Set the Claw until the tips wrap the frame Force door inward. Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. Push the tool inward to force the door. 	Inward Swinging Door (two-tool):		
 2) Set the Claw until the tips wrap the frame 3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door. 			
3) Force door inward. Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
Inward Swinging Door (one-tool): 1) Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. 2) Push the tool inward to force the door.			
 Stick the pick of the Halligan or a pick-headed axe into the wooden jamb with a baseball style swing. Push the tool inward to force the door. 			
jamb with a baseball style swing. 2) Push the tool inward to force the door.			
2) Push the tool inward to force the door.			
Reference Drill Manual Chapter 21 .			
	Reference Drill Manual Chapter 21.		

DESCRIPTION:			
*Drill #3: Commercial Forcible Entry			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 5-10	3-4	N/A	N/A

PERFORMANCE MEASURES:	PASS	FAIL
Rescue Saw Spiel.		
Describe operating and maintenance procedures for two-stroke equipment (see Drill Manual Chapter 5).		
Describe various ways of forcing commercial doors (cutting deadbolt, hinges, pie cut).		
Demonstrate cutting deadbolt.		
Demonstrate shearing carriage bolts.		
Overhead/Rollup Doors:		
Teepee Cut Method:		
1) Start high and at the center of the door, make a 60-degree side cut.		
 Make a second 60-degree side cut in opposite direction (do not cross first cut). 		
3) Cross cuts 1 and 2 then push the door inwards.		
4) Will create a triangular, or Teepee shaped opening for entry.		
Drop Cut Method: 1) Start 1' from the frame and make a vertical cut from high to		
bottom.		
Make a horizontal top cut across the door (do not cross your cuts).		
3) Make a vertical cut from high to bottom on opposite side.		
4) Return to cross your two vertical cuts with the top cut.		
5) Allow door to drop down		
6) Can cut the angle iron on the bottom to pull the door material out of the way.		
Peel Back Method:		
 Start high at the center of the door and make a long vertical cut. Make a small angular cut at the bottom to create an opening large enough for the rescue saw to fit 		
3) Cut the angle iron at the bottom in line with the first cut.4) Make a horizontal top cut from the center to the frame (do not to		
cross cuts).		
5) Connect the center and top cuts.		
6) Grab the center section and peel it back making a door. Center Cut and Pull Method (Interlocking Slat Doors only):		
Center Cut and Pull Method (Interlocking Slat Doors only): 1) Start high at the center of the door and make a long vertical cut.		
2) Use channel locks or vice grips to pull a slat out of the track.		
3) The portion of the door below the slat will fall and create an opening.		
4) To enlarge the opening, repeat the process of pulling slats on the opposite side.		

DESCRIPTION:			
*Drill #4: Search and Rescue			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 2-7	3-1A, B	N/A	Below

PERFORMANCE MEASURES:	PASS	FAIL
Firefighter #3- Searcher		
Secure SCBA, hand light and forcible entry tool.		
Entry procedures (mask up, tag out, click in, glove up).		
Door Procedures		
Confirm air status and enter after 3/5 count.		
Sound the floor with boot/tool.		
Announce, "San Diego Fire Department, anyone in here?"		
Listen for response and begin search staying oriented to wall.		
Search		
*Must maintain strict wall orientation on way IN (search)		
Keep low and in constant contact with designated wall (left/right hand).		
You may leave wall to search area by maintaining contact with tool or partner.		
Aggressively feel under, behind, and on top of furniture for victims.		
Follow Air Management Policy during operations in an IDLH.		
Interior Doors		
Locate all interior doors and have partner bump up.		
Search passed the jamb and repeat Door Procedures.		
Perform primary search in room.		
Close doors to searched rooms if no victim found.		
No Victim Found		
If no victim is found in a room, exit and close the door behind you.		
If no victim found after entire floor/building is searched, return to entry door and notify IC/Division Primary Search is complete with no victims.		
Victim Located		
Notify partner victim located.		
Anchor victim to wall.		
Search off victim for entanglement and additional victims.		
Note location of last place searched to turn over to incoming crews.		
Victim Removal		
Drag victim back to point of entry.		
By-pass rooms with closed doors (already searched).		
Can leapfrog (or jump) to wall-oriented partner on way OUT (rescue).		
Drag victim at least 10' from IDLH.		

If Vibralert sounds during victim removal and air supply is not	
sufficient to exit:	
Take note of current location and anchor victim to wall.	
Give IC PPN and exit.	
Obtain a fresh air cylinder, re-enter and complete rescue.	
Outside Procedure	
Remove PPE and assess victim status.	
Perform first aid/CPR.	
Secure accountability tag.	

Firefighter #4- Anchor	
Secure SCBA, hand light, forcible entry tool, thermal imager.	
Entry procedures (mask up, tag out, click in, glove up).	
Door Procedures	
Door size up and communicate search direction.	
Confirm air status, do 3/5 count to open the door.	
Allow partner to enter room.	
Scan with TIC for 4 L's (Life, Location, Layout, Lift).	
Close/control entry door after partner enters (no hose line present).	
Search	
Acknowledge/maintain door control at all entry ways.	
Use TIC and communicate 4 L's (life, location of fire, layout of room	
and lift).	
Can leapfrog (or jump) to partner on way IN to provide shortcuts.	
Victim Found	
Give IC PPN and request EMS to exit point (see Sample Radio	
Scripts).	
Victim Removal	
Reverse direction to guide partner and victim out.	
*Must maintain strict wall orientation on way OUT (rescue portion).	
Lead partner around obstructions and provide shortcuts.	
Outside Procedure	
Request EMS (PPN) and assist with first aid/CPR.	
Secure accountability tag.	

Both firefighters must remain in voice/visual contact at all times.	
If team becomes lost/disoriented, initiate GRABLIVES and call a mayday.	
See Communications for Air Management Policy	
See Search and Rescue Sample Radio Scripts	
Reference Drill Manual Chapter 18.	

DESCRIPTION:				
*Drill #5: Ground Extension Ladders				
SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:				
FF1A- 5-8 3-6 N/A <u>24' GEL</u>				

PERFORMANCE MEASURES:	PASS	FAIL
24' GEL Spiel.		
High Shoulder Carry (24'):		
1) Announce, "no overhead obstructions, preparing for High-Shoulder		
Carry."		
2) Raise ladder on one spur to find balance point, with bed facing you		
(bed to head).		
3) Place one palm on the lower beam and squat to load the ladder on		
your palm and shoulder (opposite arm secures top beam).		
4) Lift the ladder off the ground horizontally on your palm and		
shoulder.		
Announce, "no overhead obstruction, raising ladder."		
Raise ladder by spiking spurs at objective and move to vertical position.		
Up the Fly		
1) Announce, "no overhead obstructions, upping the fly."		
2) Lean ladder 2 to 3 degrees past vertical away from you (do not allow		
ladder to lean towards you).		
3) Steady ladder with shin and knee on beam.4) Pull on halyard using downward motion with forearms facing beam.		
5) When fly reaches desired height, ensure locks engage and announce,		
"locks locked."		
Lower ladder into building while placing one foot on lowest rung and hands		
on beams.		
Slide out on butt		
1) Grasp beam with one hand and rung with the other.		
2) Lift spurs off the ground and move bottom of ladder away from		
building.		
3) Line rung up with roof line when possible.		
Rotate ladder 180 degrees (can be slipped with two-person evolutions).		
Verify and announce, "proper climbing angle (75 degrees)."		
Verify and announce, "four points of contact."		
Climbing ladder		
1) Verify and announce, "partner foot my ladder."		
2) Maintain three points of contact.		
3) Grasp rungs with hands (span beams when carrying equipment).		
4) Use instep of foot on rungs (not toes).		
5) Avoid stepping on rungs above roofline.		
To remove ladder, reverse the process (rotate, slide in on the butt, remove		
from building, down the fly, lower ladder, High Shoulder Carry).		
*Ladders > 24' require partner to foot ladder.		
Reference Drill Manual Chapter 19 .		

DESCRIPTION:					
*Drill #6: Vertical Ventilation Residential					
SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:					
FF1A- 4-3 3-21, 3-12 N/A <u>Vert Vent</u>					
			<u>Residential</u>		

PERFORMANCE MEASURES:	PASS	FAIL
Chain Saw Spiel.		
Describe operating and maintenance procedures for two-stroke equipment		
(see Drill Manual Chapter 5).		
Describe Size Up Considerations		
1) Locate fire (highest, hottest point).		
2) Identify smoke conditions (volume, density, velocity, color).		
3) Identify building construction type and roof construction.		
4) Are there any covered exterior walkways or cantilevers to avoid		
cutting over?		
5) Select ladder size and placement.		
Describe Diagnostic Cuts		
1) Kerf Cut- blade width puncture through roofing material.		
a. If smoke detected, expand to Smoke Indicator Hole.		
2) Smoke Indicator Hole- small (blade width) triangle to monitor		
smoke conditions.		
3) Inspection Hole- triangular cut to expose/identify structural		
members/orientation.		
Reference Drill Manual Chapter 20.		

Firefighter #3- Sounder	
Secure TIC, portable radio and announce, "Training T-1 recruits ready for	
assignment."	
Secure SCBA and Roof Hook.	
Remove <u>28' GEL</u> from truck safely with partner.	
Select ladder placement/location and give commands.	
Entry procedures (mask up, tag out, click in, glove up).	
Climb ladder safely/efficiently.	
Sound roof for self, sound for crew and TIC (structural members, fire	
location).	
Signal partner to come up and communicate direction of travel.	
Travel along structural members to desired hole location sounding	
appropriately.	
Communicate with officer, then louver roof panel and punch through	
ceiling.	
Verify ventilation effectiveness with officer.	
Descend ladder and prepare for next assignment.	

Firefighter #4- Cutter	

Exit procedures.	
Secure SCBA and chain saw.	
Remove and place 28' GEL safely with partner.	
Entry procedures (mask up, tag out, click in, glove up).	
Follow partner to desired hole location staying on structural members.	
Perform <u>5-Step Center Rafter Louver</u> .	
Descend ladder and prepare for next assignment.	

DESCRIPTION:					
Drill #7: Vertical Ventilation Commercial					
SFT TOPIC:	SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:				
FF1A- 4-13 3-12 N/A N/A					

PERFORMANCE MEASURES:	PASS	FAIL
Review Vertical Ventilation Residential		
Method 1		
Perform two separate 4'x4' center rafter louvers next to each other as described in Drill #5		
Method 2		
Perform push cut to locate fire-side rafter.		
Place a long head cut moving away from the fire rolling multiple rafters (approximately 8').		
Insert a downward, or vertical cut, along the inside of the fire-side rafter (#1).		
Working back towards your ladder make a bottom cut, rolling the next rafter (#2) and stop when you contact rafter #3.		
Make another downward or vertical cut on the fire-side of rafter #3, completing a 4x4 Center Rafter Louver.		
Repeat the previous three cuts to add a second 4x4 Center Rafter Louver.		
Bottom, or Louver cut sequence (again) = Roll rafter #2→ stop→down cut inside of rafter #3 → down cut outside of rafter #3 → repeat for multiple louvers.		
Simply stated: "Roll, Stop, Down, Down" then repeat for multiple louvers to achieve desired overall width.		
Sounder to louver the holes starting with fire side and working back towards the ladder after all cuts completed.		
Additional concepts for consideration - expanding an existing hole with/against construction and dicing.		
Reference Drill Manual Chapter 20 .		_

DESCRIPTION:				
*Drill #8: Natural Ventilation/PPV/Scene Lighting				
SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:				
FF1A- 4-2, 3-3, 5-3 3-17, 3-11 N/A Below				

PERFORMANCE MEASURES:	PASS	FAIL
Gas Powered Ramfan, Electric Powered Ramfan, Portable Generator Spiels.		
Describe operating and maintenance procedures for four-stroke equipment		
(see Drill Manual Chapter 5).		
Secure SCBA.		
Entry procedures (mask up, tag out, click in, glove up).		
Natural Ventilation		
Open all windows and doors following a left/right wall orientation.		
Isolate uncontaminated areas.		
Positive Pressure Ventilation (PPV)		
Coordinate with Fire Attack prior to starting blower.		
Place gasoline powered blower at entrance approximately 10' from		
door.		
Check air flow at door with ungloved hand feeling for air movement		
over opening.		
Use one exhaust opening at a time to systematically remove smoke		
from structure.		
Exhaust opening should be 3/4 size of intake (if practical).		
Scene Lighting		
Start generator.		
Plug lights directly into generator to test.		
Tie connections together to avoid pulling apart.		
Keep extension cords along walls to avoid trip hazards.		
Keep electrical connections elevated out of water (tie off if		
necessary).		
Consider electric blower to assist smoke channeling (if necessary).		
Reference Drill Manual Chapter 20.		

DESCRIPTION:					
Drill #9: Salvage Covers					
SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:					
FF1A- 5-15 3-14A, B, C, D N/A N/A					

PERFORMANCE MEASURES:	PASS	FAIL
Shut down sprinkler system to mitigate water flow.		
Demonstrate covering property by ballooning.		
Demonstrate protecting property by enveloping.		
Demonstrate two-person salvage cover deployment.		
Build appropriate size Catch-All		
Build chutes		
Connect chutes together before deploying.		
Connect chutes to Catch-All.		
Demonstrate folding a salvage cover for storage.		
Reference Drill Manual Chapter 23.		

DESCRIPTION:			
Drill #10: Utilities			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 5-7	3-18	N/A	N/A

PERFORMANCE MEASURES:	PASS	FAIL
Water Shut-Off		
Secure service shut off key, battery kit.		
Attempt to turn off local water valve at fixture.		
Check all additional water-based appliances.		
If unable to turn off at fixture, locate and turn off at service entry.		
Lastly turn off at meter usually located at curb in a vault.		
Service side = homeowner's responsibility, Supply side = utility company.		
Shutting down a water heater (after water has been secured to building)		
Shut down cold-water valve to heater		
Turn off heater controls		
Turn gas valve off or breaker		
Bleed pressure from tank by opening a hot water faucet.		
Electrical Shut-Off		
Isolate appliance (unplug and place cord over appliance for identification).		
Check other electrical sources in area.		
Shut off wall switch that may control power to plug (place tape over switch).		
Shut off at circuit panel (always check for sub-panels).		
Note breakers that may be tripped.		
Throw breaker for desired circuit.		
If unable to determine correct breaker(s) for isolation, throw main breaker.		
Notify owner and SDG&E		
Natural Gas Shut-Off		
Turn all gas appliances switches to off position.		
Secure gas valve behind appliance.		
Check for other gas appliances in area and other room.		
Shut off at meter (turn bar valve 1/4 turn perpendicular to the pipe).		
If unsure of correct meter (multiple buildings) shut off main and individual meters.		
Notify owner and SDG&E.		
Valves		
Turn bar valve from parallel on incoming pipe to perpendicular on incoming pipe		
Turn stem valve in clockwise direction until it stops		

Turn "J" valve from parallel to perpendicular position	
Once any utility is turned off, we do NOT turn them back on.	
Reference Drill Manual Chapter 22.	

SECTION 2:

Rescue Applications

DESCRIPTION:			
*Drill #11: Vehicle Rescue			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FFII- 4	4-1, 4-2	N/A	N/A

PERFORMANCE MEASURES:	PASS	FAIL
Amkus Spiel, R-42 Strut Spiel.		
Describe starting, operating and maintenance procedures for four-stroke equipment (see Drill Manual Chapter 5).		
Identify vehicle anatomy: ABC Posts, Fender Rail, Roof Rail, Transverse		
Beam, Kicker/Rocker panel, Nader Pin/U-Bolt.		
Stabilize the Scene		
Control/address traffic		
Place cones and flares as needed		
Bring a source of extinguishment/hose line		
Vehicle Size-Up		
Seven-sided approach (perform 360).		
Identify electrical, chemical and other hazards.		
Determine the number of patients and acknowledge them.		
Type of car and location of accident.		
Assess simple extrication: cut steering wheel, move seat back, move pedals.		
Assess need for additional resources.		
Stabilize the Vehicle		
Place transmission in park, turn off ignition and set emergency brake.		
Use step chocks and cribbing at proper contact points (A, B, C posts).		
Remove air from tires.		
Consider Trucker's Hitch or Rescue 42 Struts.		
Locate and secure battery		
Use power as needed prior to disconnecting battery.		
Place hazards on.		
Disconnect the battery, negative (black cable) first.		
Verify hazard lights are off.		
Stabilize the Patient		
Check patient status (ABC's).		
Confirm number of patients (consider ejected patients).		
Follow "5, 10, 20 Rule" for airbag clearance.		
Maintain C-Spine as needed (Ked Sled).		
Cover patient with debris carrier or equivalent.		
Peel and Peek		
Remove plastic covering with a small pry tool wherever you plan on cutting.		

Identify pressurized cannisters, sensor modules and any hardened metal.	
See Drill Manual Chapter 25.	

	 1
Core Vehicle Extrication Operations	
Glass removal:	
Roll down windows if able.	
Laminate (windshield): minimize cuts to prevent exposure to dust	
and consider respiratory protection for self and patient. Axe and	
Sawzall can be used.	
Tempered (passenger and rear): use striking tool and protect patient.	
Polycarbonate : need to cut with reciprocating saw or cutters.	
Door Removal:	
Create purchase point using Vertical Lift or Door Pinch with	
spreaders.	
Pop door at Nader Pin/U-Bolt with spreaders.	
Cut Door Limiter, hinges and wire harness with cutters.	
Dash Push:	
Place cribbing under the B-Post	
Make relief cut on Kicker Panel and on A-post (if roof not removed).	
Crunch/cut Fender Rail.	
Place Ram foot at bottom of B Post	
Place Ram head against A Post above door hinge to engage transverse	
beam.	
Extend Ram to push dash forward.	
Dash Lift:	
Place cribbing under A-Post	
Make two relief cuts on kicker panel between hinges then grab with	
spreaders and peel back creating a gap.	
Relief cut on A-Post (if roof not removed).	
Crunch/cut Fender Rail.	
Place spreaders in gap created between hinges.	
Spread until cribbing under A Post and transverse beam are engaged.	
1	

DESCRIPTION:			
*Drill #12: Ropes and Knots (Tool Ties)			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 4-1	3-10A, B	N/A	N/A

PERFORMANCE MEASURES:	PASS	FAIL
Tie a figure eight follow through as an anchor.		
Tie off a pick headed axe (figure eight on a bight, half hitch).		
Tie off a halligan bar (clove hitch, half hitch).		
Tie off a tool box (handcuff knot).		
Tie off a roof hook (bowline on a bight, half hitch).		
Tie off a pike pole (clove hitch, half hitch).		
Tie off chainsaw (bowline on a bight, half hitch).		
Tie off a nozzle with a shutoff butt (clove hitch, two half hitches).		
Tie a running bowline on unstable object.		
Tie a <u>Trucker's Hitch</u> on a bight.		
See Drill Manual Chapter 24.		

DESCRIPTION:			
*Drill #13: RPM			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 4-1	3-10A, B	N/A	Below

PERFORMANCE MEASURES:	PASS	FAIL
Ropes and Knots Spiel.		
Construct <u>Tandem Prussik Belay System</u> .		
Operate <u>Tandem Prussik Belay System</u> .		
Construct RPM Rope Rescue System for Rappel/Lower.		
Utilize Wrap Three Pull Two and Three Bight anchors.		
Convert RPM from a Rappel/Lower to a Haul.		
Operate 3:1 Haul System.		
Convert system from a Haul to a Lower.		
Operate lowering system to lower Rescuer and Victim.		
Rebuild a Load Releasing Device.		
See Drill Manual Chapter 24.		

DESCRIPTION:					
*Drill #14: Personal Escape System					
SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:					
FF1A- 4-1 3-10A, B N/A <u>PES</u>					

PERFORMANCE MEASURES:	PASS	FAIL
PES Spiel.		
System Connection		
Ensure carabiner is attached to rescue belt with PES in right pant		
pocket.		
Pre-Bailout Considerations (DICE)		
Determine you're in an emergency.		
Isolate (close doors and windows). Call a Mayday.		
Exit.		
Remote Anchor		
Select suitable anchor (wall stud, structural member).		
Remove hook and HALO device from pack and pull slack.		
Wrap the hook around selected anchor point.		
Wrap the escape rope around the gated hitching slot twice and test		
anchor.		
Pull the handle toward you and move toward the exit while facing your exit.		
Measure to ensure the HALO extends just past the sill.		
Roll out into a window hang to load the system.		
Sill Anchor		
Locate and clear windowsill for PES deployment.		
Pull hook up away from body with both hands.		
Grasp the rope with one hand and cup the hook with your other.		
Position hook straight on sill so it does not move when loaded.		
Maintain tension on the hook with hand, forcing the tip to bite into the structure.		
Punch down with rope until hook is set.		
Descent		
Position body flush against the wall with feet pointed down.		
Extend arm with rope to 2 o'clock position.		
Pull the HALO device downward and descend smoothly.		
Inspection		
Feel rope for dents, bumps, cuts, abrasion over entire length of rope.		
Ensure sewn eye stitches intact and not frayed.		
Test HALO auto-stop function.		
Ensure hook is not deformed and gate operates properly.		
Packing System		
Zig zag rope into segments the width of the bag.		

Bundle 4-6 flakes at a time, place into bag and repeat.	
Leave about 6 inches of free rope between HALO and hook.	
Slide HALO and hook into bag.	

DESCRIPTION:					
Drill #15: Victim Down a Ladder					
SFT TOPIC:	SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:				
FF1A- 5-11 3-9C N/A N/A					

PERFORMANCE MEASURES:	PASS	FAIL
As a team perform VEIS (Vent, Venter, Isolate, Search).		
Position tip of ladder beneath windowsill for rescue.		
Ascend ladder and break window.		
Enter room and isolate by closing any doors (control flow path).		
Search room for occupants.		
Drag victim back to window for extrication down the ladder.		
Firefighter #3 (Rescuer)		
Climb footed ladder until in position for receiving victim.		
Conscious victim		
Receive victim feet first and facing the building.		
Rescuer forearms under victim's armpits.		
Hands on ladder beams in front of victim.		
Descend ladder one rung at a time reassuring victim.		
Unconscious victim		
Receive victim feet first facing rescuer.		
Rest victim weight on knee with forearms under armpits.		
Rescuer's hands grasp rungs.		
Victim's feet positioned outside of beams.		
Descend ladder one rung at a time supporting victim on knee.		

DESCRIPTION:					
Drill #16: Air Bags					
SFT TOPIC:	SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:				
FF2A-4-1 4-1 N/A N/A					

PERFORMANCE MEASURES:	PASS	FAIL
Air Bags Spiel.		
Set Up		
Connect the high-pressure regulator to the air bottle.		
Slowly open cylinder fully and set pressure regulator to 135 PSI.		
Connect pressure regulator to the dual dead man controller.		
Connect air bag to dual dead man controller (in-line relief valve on bag).		
Do not inflate the bag over 30 PSI without a load.		
Two Bag Stacked Lift		
The larger bag shall always be on the bottom.		
Stacked bags must be centered under object to be moved.		
Physically inspect that there are no sharp edges contacting bag.		
Alternate partially inflating bottom bag, then partially inflating top bag.		
Always crib as object is being raised/lowered.		
Partially deflate the top bag first, then partially deflate lower bag to lower.		
Safety Considerations		
Personnel involved in air bag operations should always be alert for load shifts.		
Personnel should work in a squatting position with defined escape route.		
Loads must be securely cribbed prior to working under a moved or lifted load.		
Never place hands under load during airbag operations.		
Review cribbing Information in Spiel Book.		
See Drill Manual Chapter 5.		_

SECTION 3:

Additional State Fire Training Skills

DESCRIPTION:					
Drill #17: Don Personal Protective Equipment (PPE)					
SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:					
FF1A- 2-5 1-4, 1-7 1:00 N/A					

PERFORMANCE MEASURES:	PASS	FAIL
Don turn-out pants and boots with all fasteners secured and suspenders in		
place.		
Don hood, covering ears, head and neck.		
Don coat with storm flap closed and collar up and secured.		
Don helmet and secures with chinstrap.		
Don gloves with no skin exposed.		
Complete within 60 seconds.		

DESCRIPTION:					
Drill #18: Doff, Inspect and Prepare PPE for Reuse					
SFT TOPIC:	SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:				
FF1A- 2-5 1-4, 1-7 N/A N/A					

PERFORMANCE MEASURES:	PASS	FAIL
Remove PPE.		
Inspect all elements of PPE for damage and cleaning needs.		
Describe SDFD cleaning and decontamination policies and procedures.		
Clean equipment as needed.		
Remove damaged equipment from service and report to officer.		
Place PPE back into service.		

DESCRIPTION:						
Drill #19: Air Monitoring Instrument (Gas Detector)						
SFT TOPIC:	SFT TOPIC: SFT SKILL SHEET: TIME STANDARD: VIDEO LINK:					
FF1A- 4-4 3-22 N/A N/A						

PERFORMANCE MEASURES:	PASS	FAIL
Isolate area and deny entry.		
Evacuate unnecessary personnel.		
Request appropriate resources.		
Place monitor into service and describe gasses detected.		
Describe interventions for various alarm functions.		

DESCRIPTION:			
Drill #20: Rescue Downed Firefighter			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A 5-11	3-9A, B, C	N/A	N/A

PERFORMANCE MEASURES:	PASS	FAIL
Obtain information from Mayday.		
Confirm order with officer and size-up structure (exit points, hazards).		
Begin search with last known location of victim.		
Locate and assess downed firefighter, establish airway.		
Perform PPN and extricate victim.		
Remove victim from IDLH, assess and initiate first aid/CPR.		
Perform PPN.		

DESCRIPTION:			
Drill #21: Overhaul			
SFT TOPIC:	SFT SKILL SHEET:	TIME STANDARD:	VIDEO LINK:
FF1A- 5-16	3-13A, B	N/A	N/A

PERFORMANCE MEASURES:	PASS	FAIL
Secure SCBA, pike pole, scoop shovel, debris carrier, charged hose line.		
Expose and extinguish hidden fire in walls, ceilings and sub-floors.		
Preserve evidence of arson and point of origin.		
Constantly survey environment for safety.		
Remove appropriate items from structure.		
Extinguish charred materiel to prevent reignition.		

Communications for Air Management Policy

Please use the following as a guideline for communications during **ALL INTERIOR** evolutions during the academy as they relate to the SDFD Air Management Policy.

SCBA Bottle reaches 50% capacity

- · Have not found victim or seat of fire
 - o Notify IC via radio report and exit immediately
 - o Recruit *may* be continued by proctor for sake of drill repetition.
- Located victim and/or seat of fire
 - o Notify PROCTOR verbally of air status to acknowledge air management policy
 - o Continue evolution.

Vibralert Activation

- Have **not** located victim or fire
 - o Notify IC via radio report and leave immediately
 - o Potential MAYDAY depending on location in building.
- Rescuing viable victim but too far into building to make it out safely
 - o Notify IC via radio report and leave immediately
 - o Potential MAYDAY depending on location in building.
- Rescuing victim but close enough to make it out
 - Notify PROCTOR verbally
 - o Display knowledge of exit location and proximity
 - No radio report to IC needed (unnecessary delay).

Sample Radio Scripts:

At entry door : "partner we have an outward/inward swinging door from my right to my left Checking door for heat. Door is hot. Partner mask up. Opening door on 3/5 count."			
Radio report at victim (PPN): "IC/Division the second floor. We are bringing them to the standby."			
PPN after victim extrication: "IC/Division the structure on the side. Send EMS t		we have one victim outside	

Truck Drill Equipment Set-Up Needs

VERTICAL VENTILATION:

Two chainsaws Two roof hooks Chaps TIC 28' GEL

Screw gun, screws, blower (on roof prop)

POSITIVE PRESSURE VENT (PPV):

Two gas RAMFANS (4-stroke blower)

Smoke-O spray container

One-gallon fuel container (TruFuel straight gas - gray can) and funnel

Portable generator

Extension cords (at least two) with adapters

Electric blower

Two lights

Cord reel (simulated truck reel)

Junction box

GROUND EXTENSION LADDERS (reference Drill by Repetition Manual for specifics).

SEARCH AND RESCUE:

One SCBA and extra bottle per firefighter One radio per firefighter with collar mic TIC One hand light per firefighter Set of Irons

CONVENTIONAL FORCIBLE ENTRY:

Irons (Pro-Bar and Flat headed axe)
Sledgehammer
Dowels, wedges and strike plates for door prop
Bucket with water
Hammer (for resetting prop)
Hearing/Eye protection

COMMERCIAL FORCIBLE ENTRY:

Rescue Saw

Irons

Rescue saw tools

Extra blades

Mix fuel

Extinguisher

Debris carrier

Hearing/Eye protection Extra carriage bolts with wing nuts

AIR BAGS:

Assorted airbags

Regulator

Dual dead man

Air bottle

Pry bar

Crow bar

Cribbing

Debris carrier

VEHICLE EXTRICATION (reference Drill by Repetition Manual for specifics):

AMKUS power unit

AMKUS tools

Straight unleaded fuel and rags

Rescue axe

Irons

Pry bar

Crow bar

Debris carrier

Source of extinguishment

Fuel and filter funnel

Battery pack

R-42 struts and straps

EZ-Up for Gravel Lot

SALVAGE COVERS:

Salvage covers and hall runners

Corn broom

Bucket/sponge

Sprinkler tool box

Two pike poles

UTILITIES:

Utility shut off key

Gas detector

Battery pack

TIC

PERSONAL ESCAPE SYSTEM (PES):

Portable radio with collar mic Forcible Entry tool Verify Odd/Even day PES systems

Rescue belts

Fall pad, Auto-belays

ROPES AND KNOTS:

RPM systems bag Two bags of 150' lifeline rope.

Cribbing Information

US&R SHORING OPERATIONS GUIDE CONSTRUCTING VERTICAL SHORING SYSTEMS

DESIGN STRENGTH is BASED on CROSSGRAIN BEARING (VARIES FROM 200 PSI TO 1000 PSI DEPENDING ON WOOD SPECIES 500 PSI IS USED HERE - EXAMPLE 500 x 3.5 x 3.5 x 4 = 24,000)

FOR 2 MEMBER x 2 MEMBER LAYOUT

4 x 4 CRIB DESIGN LOAD = 24,000 LBS (12 TONS) 6 x 6 CRIB DESIGN LOAD = 60,000 LBS (30 TONS)

FOR 3-MEMBER x 3-MEMBER CRIB, DESIGN LOAD IS 9/4 AS MUCH 500 x 3.5" x 3.5" x 9 = 55,000, 500 x 5.5" x 5.5" x 9 = 136,000

- BOTTOM LAYER SHOULD BE SOLID TO SPREAD THE LOAD ESPECIALLY ON SOIL OR ASPHALT PAVING
- LIMIT HEIGHT TO 3 TIMES WIDTH (SHORTEST WIDTH FOR NON-SQUARE CRIBS)
- OVERLAP CORNERS BY 4 INCHES TO ASSURE SLOW CRUSH TYPE FAILURE



