

# Multi-Position Single-Story House Fire



Copyright © 2017-8, SimsUshare, all rights reserved.

# Multi-Position Single-Story House Fire

## ***Introduction***

This package is designed to help you introduce your department personnel to your SOP's/SOG's regarding a typical, one-story house fire. While the type of house pictured in the scenario can be found in most jurisdictions, we encourage you to modify the scenario using your own pictures and the SimsUshare app, to make the experience most relevant.

The package contains five simulations that are timed to be used together, each simulation by the corresponding participating unit (three engines, a battalion chief, and a ladder company). We call the scenario "multi-positional" because it is designed to be run on separate computers within the same exercise.

In the following document, Part I describes the scenario elements and participants. Part II gives notes about the typical exercise flow. Part III explains some tips for customizing the scenario to your local jurisdiction and needs.

## **Part I. The Scenario**

### ***Background***

This scenario involves a one-story house with a basement that is being finished. There are two bedrooms in the basement, and two bedrooms on the main floor. The fire is located in the master bedroom and is quickly extinguished by the first crew to enter the house.

In this scenario the first crew to arrive on scene will conduct a perimeter check and then enter the first floor. It is paramount that the first arriving crew go to the fire floor, and it is obvious once on scene that the fire is located on the 1st floor.

Because of the large basement windows, the first arriving crew would assume the basement is used for living. Therefore, the best assignment for the second unit on scene is to search the basement, especially because they are not overwhelmed by smoke or fire on the 1st floor.

### ***Teaching Scenario***

This scenario forces the student to pick prescribed tactical positions (i.e. first floor, basement, RIT, etc.) Therefore, to get the most out of this scenario, the instructor (you) should review the assignments of the first three units before starting the scenario. The first three positions are:

- 1st Floor
- Basement
- RIT

This type of house can be found in most of our responding districts, and based on the fire and extinguishment, most of us would fight this fire exactly as it is outlined.

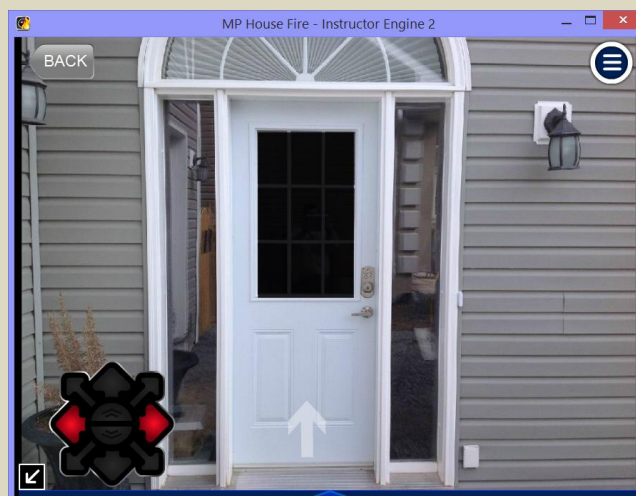
### ***Notes for Instructor***

For this simulation to work properly, the instructor must review the sim with the students. This simulation has been built as a learning tool and will only work if you assign the first three units to specific areas, since the timing and progression through the structure has been set in advance (as opposed to allowing units to move freely). This has been done on purpose to teach Incident Commanders how to assign crews to a single-story house fire where the fire is located on the first floor.

The suggested assignments are as follows:

- Engine 1 (E1) – Initial Radio Report, Perimeter Check (360) and then go to the first floor (fire floor);
- Engine 2 (E2) – The expected assignment for this crew is to search the basement. This house has large basement windows, which implies this is an occupant basement;
- Engine 3 (E3) – Because you haven't found the fire yet, and you already have a crew in the basement, assign Engine 3 to RIT/On Deck.

**Important Note:** There are two sets of scenarios, one for students and one for the instructor/auditor to review. The student scenarios are labeled as “MP House Fire - <Unit Name>”. The instructor scenarios are labeled as “MP House Fire – Instructor <Unit Name>”. The student scenarios contain timed movement, and should be used for the actual training. The instructor scenarios also includes arrows in the **navigation arrow cluster** (bottom left) that can advance slides, for quick review:



You can also hide that cluster by clicking on the icon in the bottom left corner, and then use the keys “A” to move back and “D” to move forward.

### ***General Instructions***

This scenario requires a minimum of four (4) students and four (4) computers with the scenario loaded on it. The four students will play the following positions, and arrive on scene at the following times:

- Engine 1 (E1) – 1 minute
- Engine 2 (E2) – 2 minutes, 30 seconds
- Engine 3 (E3) – 3 minutes
- Battalion Chief (B1) – 3 minutes, 30 seconds
- Ladder 1 (L1) – 4 minutes.

If there are five students, and a fifth computer, the fifth student can play Ladder 1, although Ladder 1 in this basic scenario will most likely have a limited role to play.

To start this scenario, each student clicks on the scenario labeled for the company they are playing. The instructor (you) dispatches the call and then says “push the arrow.” All students push the arrow and then sit back and wait for their unit to arrive on scene. The respective timing starts after the student clicks on the arrow and the next scene loads.

**Once the student presses this first arrow, all movements are timed to take the student through his or her company’s assignment. Any YELLOW arrow can be clicked on to advance if the student wants to advance before the timer elapses. White and semi-transparent arrows indicate the direction the crew will move when the timer elapses in each location.**

## Part II. Notes on the Typical Scenario Flow

This scenario is a structure fire in a single-story house, with a basement. This fire does not extend to the walls or the attic. The first-in crew will extinguish the fire and then continue their search of the first floor.

### Engine 1

Arrives on scene and provides an initial radio report that should include the following:

- Small, 1 story house;
- Fire on the first floor, bedroom fire;
- Crew should catch a water supply and extend a line to the front door to locate the fire on the 1<sup>st</sup> floor;
- Crews will be in offensive strategy;
- Strategy is offensive.

Assume command;

- A 360 should then be performed by E1 (Incident Commander). Nothing will be found of significance and no change to the initial action plan

The crew will enter and encounter smoke. They will search one bedroom and find nothing. When they enter the second bedroom they find the fire. The fire is extinguished within 2 minutes. Once having extinguished the fire, the crew will continue their primary search of the 1<sup>st</sup> floor and request a crew to perform overhaul in the bedroom.



### Engine 2

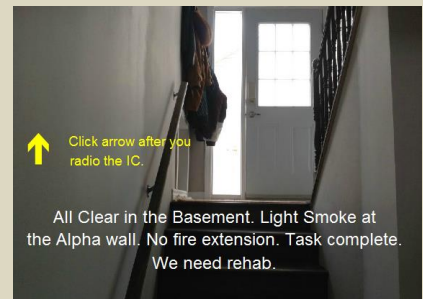
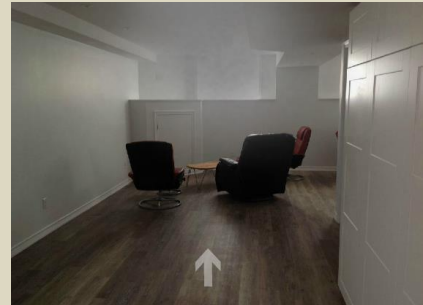
Engine 2 arrives on scene approximately 90 seconds after Engine 1. Engine 1 must assign E2 to perform a search and look for fire extension in the basement. There is no sense sending them to the roof and Engine 1 doesn't need help on the first floor. The only other option is to put them On Deck/RIT, but the basement should be the priority





The crew will enter the basement. They do not encounter any smoke or fire. They get all clears on two bedrooms and they take extra time to use the TIC to check for hot spots on the alpha wall.

At the conclusion of their search of the basement, they will call command and advise of an all clear and no fire extension. They require rehab to change their bottles once their assignment is complete.



### **Engine 3**

Engine 3 will arrive on scene 30 seconds after E2. The best place for the IC to put E3 is RIT/On Deck because you have 1 crew on the 1<sup>st</sup> floor already and 1 crew in the basement. These crews do not need assistance and you don't need a roof report. The IC must assign E3 to RIT/On Deck.

Engine 3 should be used to perform overhaul on the first floor, but this won't occur until the Battalion Chief arrives on scene.



## **Battalion Chief**

The battalion arrives 2 ½ minutes after E1 or 3 ½ minutes into the scenario. Engine 1 is on the first floor conducting a search, but they haven't found the fire yet. Engine 2 is in the basement conducting a search, and E3 should be establishing RIT/On Deck.

The Battalion Chief will call the IC and reaffirm their positions and get a report from E1. If everything is accurate the Battalion will transfer command and become Jaguar Command.

The Chief should then call dispatch to complete the transfer of command and reaffirm they are operating in the offensive strategy.

Ladder 1 will arrive on scene. The Chief will most likely keep them staged or move them to RIT/On Deck. Another possibility is to have someone clear the garage, which may be assigned to this crew.

At about the 6 minute mark, E1 will call command and state they have the fire knocked down. They will tell command they are continuing their search of the first floor, however they require another crew to conduct overhaul. This should be assigned to E3 who is RIT/On Deck. Once E3 is assigned, if L1 isn't assigned RIT/On Deck, they must be moved to that location now.



## **Ladder 1**

Ladder 1 is the last truck on scene. When they arrive there are several options for the IC. Most likely they will be assigned to stay level 1 staged, or they can be brought to RIT/On Deck



There are several items that L1 can click. Each item only takes them to a text page with information on it. The scenario will be winding down by the time L1 is assigned, therefore slides were not made for the work this truck is required to do. The student will simply read the information on the screen and provide Command updates.

### **Ventilation**

This scenario is winding down. If assigned to ventilate, in approximately 1 minute 30 seconds provide the following report

- Positive pressure ventilation is set up at the front door and ready to be started.
- If you were required to enter the house and open windows, call the IC in about 2 minutes and tell them you have opened windows and you are ready to start the positive pressure fan
- Stay with the fan until ventilation is complete.

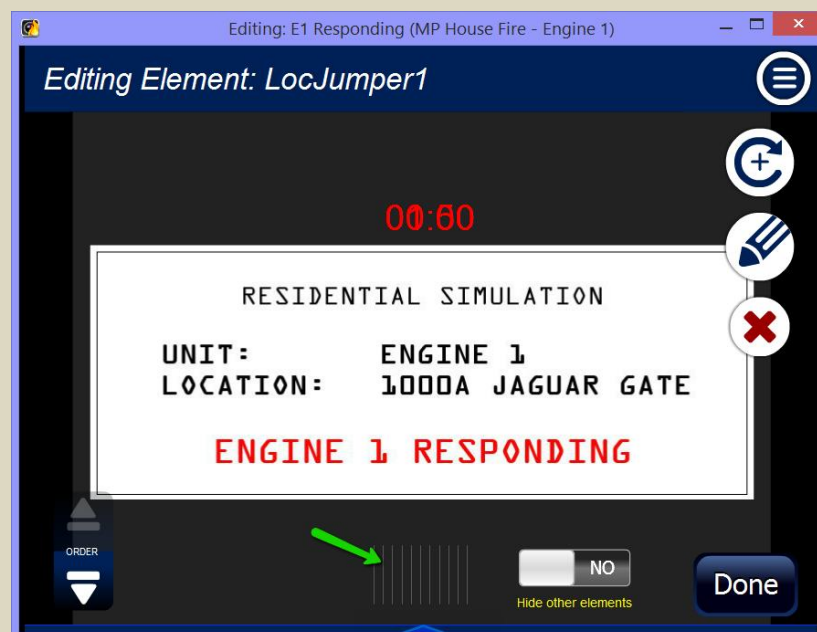
## Part III. Tips for Customizing the Scenario

If you have a SimsUshare Platinum or SimsUshare Network license, you can change the simulations in any way that you like. While you may always re-download the simulations from our web site or web repository, we suggest that you keep a backup copy of the original simulations and then copy/clone them individually to new simulations before you modify them.

The easiest change you can make is to replace the background pictures, either exterior or interior. Of course you may also change the smoke and fire conditions, or perhaps add victims. We created the simulations with a specific time sequence, so if you want to modify the timing (or add or remove locations), you should familiarize yourself with the Location Jumper plugin/effect, since we use that to control the timeout and the location destination when the timeout occurs.

Each simulation consists of a series of locations. Engine 1 and Engine 2 have many locations (more than 15), whereas Engine 3, Battalion 1, and Ladder 1 have fewer.

If you want to add or remove a location from the sequence, you need to adjust the “Move to...” property of the appropriate Location Jumper to go to the correct location, and change the “Delay before move” property to change the timeout. Sometimes the Location Jumper is obvious on the page (an arrow), and sometimes it is hidden. You can use the Selection Rotator to help find the Location Jumper, but if all else fails, the Location Jumper may be transparent along the bottom center of the editing window (see the green arrow, below):





Before modifying timing or locations, we suggest reviewing the scenario to write down the timed sequence of events and locations. It is critical to maintain consistent timing across all your participating units, so that the conditions and events evolve appropriately. For example, in the simulation, B1's simulation is timed to show light smoke after E1 has put the fire in the bedroom out. If you add locations or change timing, you should adjust the smoke and fire conditions to account for those changes.

### ***Special Effects***

There are two special types of sequences we want to highlight:

- Countdown Timing: for each unit, we count down from dispatch to the arrival time
- Water/Agent Application: we show Engine 1 applying agent to put out the fire.

#### ***Countdown Timing***

To simulate the countdown to arrival, we use the timing feature (Fade-In/Fade-out) of Simple Text elements. We set "Fade-in When" to tell SimsUshare when to show the time, and "Fade-out When" and "Fade-out Duration" to have it fade out over time. This signals the participant that the time is advancing.

It is essential to set the "When Timing Begins" to "Location", rather than "Scenario", so that the timer for the text is based on when the participant first gets to the location, not the overall time of the scenario.

#### ***Water/Agent Application***

When Engine 1 reaches the bedroom with the fire, the simulation evolves to show water/agent application and knockdown. This is done with the timing features of the smoke and fire elements.