

## FIRE – CLASS UNKNOWN

### SIZE IT UP

Casualty initial reports, assessment, evaluation and information.

What do I have

ORDERED	EXECUTED	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin-right: 5px;">U</div> <div style="text-align: center;">Time</div> </div>
		Reported = (Size It Up)
<i>Report Casualty Steps</i>		
		1. Report Unclass Fire.
		2. Rapid response on scene.
		3. Establish communications, take initial actions, report.
		4. Fire in one compartment or _____ compartments.
		5. Compartment name, number, space access, if fire is accessible.
		6. Location within the space (chit) and material burning.
		7. Size and cause of fire if known.
		8. Source of fire.
		9. Immediate material resources available (fixed systems, passive ship's features, fire stations), activate as required.
		10. Immediate personnel resources available (flying squad, repair parties, duty section, off ship services), request as required.
		11. Establish fire, smoke and casualty boundaries; set the box around casualty.
		12. Determine additional hazards (fumes, smoke, HAZMAT).
		13. Determine personnel casualties and evacuate the area.
		14. Report and size up casualty area.
		15. Move to <i>Engage Casualty Phase</i> .

## CASUALTY CHECK-LIST

### FIGHT IT

Casualty engagement

What am I doing to make progress

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		Engaged = (Fight It)
<i>Engage Casualty Steps</i>		
		1. Engage Unclass Fire.
		2. Jettison if practical.
		3. Determine attack method (direct, indirect, single or multiple hose).
		4. Determine type of extinguishing agent (AFFF, PKP, installed systems).
		5. Stop fire spread outside the box, remove combustibles, apply cooling agents, maintain boundary boxes.
		6. Team brief of assessment, tactic, access method, route, PPE, risk; establish and check communications.
		7. Equipment selected, laid out and checked; relief's standing by.
		8. Set mechanical isolation and electrically isolate (lights may stay on).
		9. Vent space, active desmoking (if required).
		10. Team execution, air on, communication check, test agent.
		11. Access space, apply attack method, enter space, attack fire.
		12. Evaluate attack method, continue or adjust, assess risk.
		13. Rotate nozzle men, rotate in relief's.
		14. Report when attack method takes effect, re-evaluate situation, re-apply agent.
		15. Continue to cool as required.
		16. Move to <i>No Casualty Phase</i> .

## FCU-111306

### MONITOR IT

The fight is complete,  
No further spread, Clean it up

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		No = (Monitor It)
<i>No Casualty Steps</i>		
		1. No Unclass Fire (Fire Out).
		2. Report when FF extinguishes main fire (fires out).
		3. Set reflash watch, continue cooling as required, maintain foam blanket as required.
		4. Maintain fire, smoke and casualty boundaries.
		5. Investigate for hidden fires.
		6. Overhaul area, remove source as required and investigate space.
		7. Commence desmoking.
		8. Conduct post fire atmospheric testing.
		9. Conduct de-watering (if required).
		10. Conduct visual of damaged area, hidden and secondary damage.
		11. Clear space of hazards.
		12. Conduct damage assessment, photos, report.
		13. Debrief team.