


FIRE – CLASS “B”

SIZE IT UP


Casualty initial reports, assessment, evaluation and information.
What do I have

| ORDERED | EXECUTED | <div style="border: 1px solid black; padding: 2px;">B</div> Time |  |
|---------|----------|---|---|
| | | Reported = (Size It Up) <i>Report Casualty Steps</i> | |
| | | | 1. Report Class B 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, cause of fire if known (paint, oil, JP5, petroleum grease, cooking oil, thinners, solvents, other liquids) obtain space inventory if possible. |
| | | | 8. Source of fuel (tank, containers, spill, leak, system, mixed sources, pressurized, non-pressurized, unknown). |
| | | | 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

| ORDERED | EXECUTED | <div style="border: 1px solid black; border-radius: 50%; padding: 5px;">B</div> Time |  |
|---------|----------|---|---|
| | | Engaged = (Fight It) <i>Engage Casualty Steps</i> | |
| | | | 1. Engage Class B Fire. |
| | | | 2. Determine attack method (direct, indirect, single or multiple hose). |
| | | | 3. Determine type of extinguishing agent (AFFF, PKP, installed systems). |
| | | | 4. Stop fire spread outside the box, remove combustibles, apply cooling agents, maintain boundary boxes. |
| | | | 5. Team brief of assessment, tactic, access method, route, PPE, risk; establish and check communications. |
| | | | 6. Equipment selected, laid out and checked; relief’s standing by. |
| | | | 7. Set mechanical isolation and electrically isolate (lights may stay on). |
| | | | 8. Vent space, active desmoking (if required). |
| | | | 9. Team execution, air on, communication check, test agent. |
| | | | 10. Access space, apply attack method, enter space, attack fire. |
| | | | 11. Evaluate attack method, continue or adjust, assess risk. |
| | | | 12. Rotate nozzle men, rotate in relief’s. |
| | | | 13. Report when attack method takes effect, re-evaluate situation, re-apply agent. |
| | | | 14. Continue to cool as required. |
| | | | 15. Move to <i>No Casualty Phase</i> . |

FCB-111306

MONITOR IT

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

| ORDERED | EXECUTED | <div style="border: 1px solid black; border-radius: 50%; padding: 5px; opacity: 0.5;">B</div> Time |  |
|---------|----------|---|--|
| | | No = (Monitor It) <i>No Casualty Steps</i> | |
| | | | 1. No Class B 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 fire. |
| | | | 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. |