


SMOKE – UNKNOWN

SIZE IT UP


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

ORDERED	EXECUTED	<div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">S</div> Unknown -Time 
		Reported = (Size It Up)
		<i>Report Casualty Steps</i>
		1. Report Unknown Smoke.
		2. Rapid response on scene.
		3. Establish communications, take initial actions, close doors and hatches, report.
		4. Smoke in one compartment or compartments.
		5. Compartment name, number, space access.
		6. Amount (heavy, light), cause of smoke if known, type of smoke (white, black, gray), source, odors.
		7. Immediate material resources available (fixed systems, passive ship's features, installed ventilation, natural ventilation, path to weather).
		8. Immediate personnel resources available (flying squad, repair parties, duty section, off ship services), request as required.
		9. Special requirements (active desmoking, cutting accesses).
		10. Establish smoke and casualty boundaries; set the box around casualty.
		11. Determine additional hazards (fumes, toxic gas, HAZMAT).
		12. Determine personnel casualties and evacuate the area.
		13. Report and size up casualty area.
		14. 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 Unknown Smoke.
		2. Determine attack method for desmoking (natural, mechanical, active, passive).
		3. Determine access (hatch, door, scuttle) and access requirements (cutting hole in deck, bulkhead, ventilation system).
		4. Recommend ship course changes, as required.
		5. Determine type of equipment (installed, RAM fan, box fan).
		6. Stop smoke spread outside the box, maintain boundary boxes.
		7. Team brief of assessment, tactic, access method, route, PPE, risk; establish and check communications.
		8. Equipment selected, laid out and checked; relief's standing by.
		9. Team execution, air on as required, communication check, test agent.
		10. Evaluate attack method, continue or adjust, assess risk.
		11. Rotate personnel as required, rotate in relief's.
		12. Report when attack method takes effect, re-evaluate situation and continue.
		13. Move to <i>No Casualty Phase</i> .

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MONITOR IT

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

ORDERED	EXECUTED	<div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">S</div> Unknown -Time 
		No = (Monitor It)
		<i>No Casualty Steps</i>
		1. No Unknown Smoke (All Smoke Removed).
		2. Report when smoke is removed.
		3. Maintain smoke and casualty boundaries until spaces are gas free.
		4. Ensure 4 air changes in space, perform oxygen and combustible gas test, and other toxic gas tests as required (CO, CO2, HCl, HCN, HCL).
		5. Conduct visual of damaged area, hidden and secondary damage.
		6. Clear space of hazards.
		7. Conduct damage assessment, photos, report.
		8. Debrief team.