


HOLE IN DECK

SIZE IT UP

Casualty initial reports, assessment, evaluation and information.

What do I have


ORDERED	EXECUTED	<div style="display: flex; justify-content: space-around; align-items: center;"> <u>H</u>  </div> <p>Deck</p>
		Reported = (Size It Up) <i>Report Casualty Steps</i>
		1. Report Structural Damage.
		2. Rapid response on scene.
		3. Establish communications, take initial actions, report.
		4. Structural damage in one compartment or _____ compartments.
		5. Compartment name, number and space access, if structural damage is accessible.
		6. Location within the space (chit).
		7. Size and cause of hole(s).
		8. Immediate material resources available (fixed systems, passive ship's features) activate as required.
		9. Immediate personnel resources available (flying squad, repair parties, duty section, off ship services), request as required.
		10. Set the box around casualty.
		11. Determine additional hazards (fumes, smoke, 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

ORDERED	EXECUTED	<div style="display: flex; justify-content: space-around; align-items: center;"> <u>H</u>  </div> <p>Deck</p>
		Engaged = (Fight It) <i>Engage Casualty Steps</i>
		1. Engage Structural Damage.
		2. Determine attack method.
		3. Determine type of equipment (steel shoring, wood shoring, shores, PHARS, PECU PEARS).
		4. Isolate structural damage within space; 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 as required.
		8. Team execution and communication check.
		9. Access space.
		10. Evaluate attack method, continue or adjust, assess risk.
		11. Rotate in relief's as required.
		12. Report when attack method takes effect (damage is stabilized) and re-evaluate situation.
		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="display: flex; justify-content: space-around; align-items: center;"> H  </div> <p>Deck</p>
		No = (Monitor It) <i>No Casualty Steps</i>
		1. No Structural Damage (contained, repaired or isolated).
		2. Maintain boundary boxes.
		3. Investigate for hidden and secondary damage in electrical and fluid systems, vital equipment, pass through cables and controllers.
		4. Clear space of hazards.
		5. Conduct damage assessment, take photos, and report.
		6. Debrief team.