



FDNY Team Challenge



To all participants of the F.D.N.Y. Corporate Challenge:

Enclosed you will find information about the 8 events that your team will participate in. The intention of this packet is to give you a chance to review the information so you will be better prepared the day of the event. The packet includes:

- A list of the duties and responsibilities of the team leader (fire officer)
- Priorities of scene operation and mitigation
- A description of the activity (evolution), the objective, and points to assist you in achieving the objective safely and effectively.
- Tools and equipment available to you and your team (unit), in order to achieve the objective
- A brief description of the tool(s) and how they can be used

We are going to put you into simulated fire / emergency situations that requires leadership, critical thinking, effective / concise communication, and teamwork. You will be expected to problem solve, think and act quickly, communicate, delegate, and work as a team. Within each activity (Evolution), there will be positions / duties that require different levels of skill, fitness, strength and endurance. It will be up to the Team Leader, with the input of his/her team, to determine what position / duty to assign the members of that team (unit). For instance, a less conditioned member of the team should be given a position / duty that will be less strenuous. Refer to the description of the evolution to determine what positions or skills are best suited for each member of the team. It is acceptable during the activity, to modify, change or switch a member of those teams' duties.

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While we realize that you are not trained firefighters, and we do not expect you to perform as such, we are confident that, given information and instructions, you will be able to achieve the objective at hand.

Evaluators (experienced fire officers and firefighters) will be present during these 4 activities. You will be evaluated on your performance in, not only achieving, the objective, and also how well you execute skills such as: critical thinking, problem solving, communication, etc. In order to evaluate the aforementioned skills, the evaluators will limit their instruction to only what facilitates the fluid movement of the activity. In other words we are expecting YOU to figure it out to the best of your ability. It is acceptable to ask your evaluator questions during the evolution.

Your safety is our *paramount* concern. Although we have modified the activities, be aware of potential symptoms. If you are feeling *any* symptoms, let your instructor know immediately. If you feel you cannot perform a skill or task let your Team Leader (Officer) know, prior to the activity, and they can assign you a different task. If during the activity you feel symptomatic, stop, and let your instructor know immediately. You should pace yourself during the activity. Slow down or stop if necessary. Make sure you are well rested, properly fueled, and hydrated.

Remember your safety is our paramount concern.

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Team awards will be given, at the end of the day, based on the evaluation of your team's performance. Awards will include 1st place 2nd place, and 3rd place. There will also be additional awards for excellence in, leadership, problem solving, communication, etc.

In addition to the 4 scored events, you will be participating in 4 additional, non-scored, hands-on evolutions. These evolutions will alternate between the scored events, and will involve demonstration, instruction and participation. There will, in most cases, be multiple instructors present during these evolutions. Feel free to ask questions during this time. These evolutions will also require varying levels of difficulty. Choose a task, within this evolution, that suits your level. Since these evolutions are not being scored there will also be less pressure on your team.

It is our intent during this event to not only introduce you to that which we as firefighters do on a regular basis, but to create the awareness that these same skill sets are common to any successful business or corporation. It is our hope that you leave the Fire Academy at the end of the day enhancing some of the skills I am sure you must already possess. We anticipate a challenging, rewarding, and incredibly exciting experience for each and every one of you. We look forward to seeing you and welcoming you to our FDNY family.

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PROCEDURES

Fire Officer Duties / Responsibilities

- The primary responsibility of a fire officer (Team Leader) is the safety of his / her unit (Team).
- Officers should always keep the unit within his / her vision or voice contact (directly or via radio).
- Officer shall provide orders or instructions to the unit, as needed, during the entire operations (emergency).
- Officers shall assign positions (duties) to his / her unit before the start of the tour (shift). This will enable the officer to assign positions based on each member's skills or capabilities.
- The officer shall conduct a Roll Call (Attendance) at the end of every operation to make sure all members of the unit are accounted for.
- The officer shall size-up (survey) each scene prior to delivering orders to the unit. This leads to a more safe and efficient operation.
- At the scene of a terrorist bombing, the officer must be aware of secondary devices. A secondary device is an I.E.D. (Improvised Explosive Device) intentionally detonated after the arrival of First Responders (Firefighters, Police & Emergency Medical Workers) to inflict harm.

Note: Secondary Devices (I.E.D's) are often disguised as:

- Backpacks with wires coming from them
- Briefcases, etc.

If a secondary device is found, all members of the unit should be verbally notified, and the officer shall immediately remove the unit from the area and call the Bomb Squad



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Priorities at the scene of an emergency:

- Life Safety – the unit and victims at the scene.
- Property – minimizing the destruction of property

Fire Officer / Firefighter Procedures:

- Tools: A “Rig” (Fire Truck) contains many tools. It may not be necessary to use all tools at every operation.
 - Fire Officer Tools:
 - Flash Light (if necessary)
 - Thermal Imaging Camera – used to detect heat & possible victims
 - Firefighter Tools:
 - Hose: to extinguish fire
 - Axe: to force entry (break open a door)
 - Halligan tool: (similar to crow bar) to force entry
 - 6 foot hook: used to open ceilings and walls
 - Hurst tool: (Jaws of Life) used to pry open the doors and roofs of cars if victims are trapped.
 - Sked: device used to place & carry injured victims
 - Hydrant Wrench: to open hydrant for water
 - Fittings: plumbing type adapters used to connect hose.
 - Barrier Tape: used to create a safety perimeter at scene.
 - Road Flares: used to alert or divert traffic.
 - SCBA: (Self Contained Breathing Apparatus) also known as “mask”, compressed air cylinder and harness firefighters wear enabling them to breath in smoke filled toxic environments. Weight approx 30lbs.
 - PASS alarm: (Personal Alert Safety System). Shall emit an audible alert upon detecting no movement. Designed to help locate firefighter trapped or unconscious.



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Fire Officer Procedures:

- Officer shall lead the unit into the emergency.
- Officer shall assign positions before the start of tour (shift).
- If unit is operating a hose line, the officer shall assign positions as such:
 - *Nozzle Position*: First person on the hose line. This individual operates the nozzle (opening and closing it) at the officer's direction. This position requires strength, stamina & discipline.
 - *Back-up Position*: Second person on the hose line. Stays directly behind nozzle position using shoulder to support nozzle person.
 - *Door position*: Third person on the line. Makes sure hose line gets into fire room without getting kinked (bent), restricting the flow of water.
 - *Control Position*: Last person on the hose line. Determines amount of hose needed to reach fire (each length of hose being 50 ft long). Makes sure hose is connected to hydrant and opens hydrant after connected.

Firefighter Procedures:

- If operating a hose line, do not open nozzle unit reaching the seat (base) of the fire.
- Officer should consider leaving a member of the unit at the entry door to assist in guiding other members of unit to safety.
- If any member of a unit must leave the scene of the emergency, they must notify officer and leave with a partner.
- Always leave the fire location using the same route, unless conditions have changed.
- When extinguishing a car fire, always approach the car from the side. When heated from fire, the bumper, hatch and hood pistons can explode and become projectiles, causing serious injury to members operating at a scene.

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Evolution 1

Unconscious Firefighter Removal

Scenario:

Your unit is at the scene of a working fire assigned as the F.A.S.T. unit (Firefighter Assist Search Team). The F.A.S.T. unit shall report to the Command Post outside the fire and shall await the orders of the Incident Commander (Fire Chief). Generally they are standing by with a full complement of tools, including but not limited to:

- Forcible Entry Tools (Axe, Halligan tool, Sledge Hammer),
- Spare cylinders.
- Emergency medical equipment.
- Additional tools as deemed necessary.

The Incident Commander has just received a report that a firefighter is missing at the scene of a working fire. He has ordered your unit to search the fire area, locate the downed firefighter, and remove to safety*.

**Prior to the evolution, a demonstration will be given as to how to use a firefighters mask harness and personal harness to facilitate removal.*

Tools necessary:

Flashlights (2)



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Evolution 2

Hose Advancement & Extinguishment

Scenario:

Your unit is First Due (first fire unit on the scene) of a working fire. The Incident Commander (the Fire Chief) has ordered you to stretch (take) a hose line into the building and extinguish the fire.

Tools necessary:

- Flashlight (2)
- Hose line
- S.C.B.A. (self contained breathing apparatus) aka MASK*, the compressed air cylinder and harness that firefighters



wear on their back to enable them to breathe in smoke filled, toxic environments.

** You will be fitted and instructed on the use of a SCBA prior to the operation. Each member of your unit will be wearing and breathing through an SCBA during this evolution. The SCBA weighs approx 30 lbs. If any member of your unit thinks they cannot wear the SCBA for physical (back issues) or psychological issues (claustrophobia) the Team Leader (Officer) will position that member out side of the fire area.*



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Evolution 3

Terrorist Bus Bombing

Scenario:

Your unit has been dispatched to the scene of a confirmed terrorist bus bombing on 7th Ave, between 33rd St. and 34th St. It is an M.C.I. (Mass Casualty Incident). A Mass Casualty Incident is an incident where there are 5 or more victims with serious injuries. The Incident Commander (Fire Chief) has ordered your unit to secure the area, keeping civilians (non- emergency personnel), away from the area. The I.C. has also ordered you to *triage** injured victims, and remove them to the CCP (*Casualty Collection Point*)*. The CCP is located on 33rd St and 7th Ave.

The I.C has also notified you of the possibility of secondary devices, potentially I.E.D's (Improvised Explosive Devices) in the area.

Triage - prioritizing removal of **viable (living) victims from most severe injury to least severe and remove as such .Your team will read tags attached to each viable victim and be guided by those instructions.*

**Casualty Collection Point – this is a location, remote from the emergency area, where victims can be loaded into ambulances, and transported to the hospital.*

Tools necessary:

- Hook (1)
- Halligan (1)
- Axe (1)
- Skeds (2)
- Barrier Tape





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Evolution 4

Car Fire

Scenario:

Your unit has been dispatched to a confirmed car fire in the right lane of the Grand Central Parkway. It is 9am and raining slightly. You have been ordered to extinguish the fire, check the car for victims, and remove if necessary.

Tools necessary:

- Hose line
- Traffic cones
- Road flares





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4- NON-SCORED EVOLUTIONS



1. **Forcible Entry Demonstration/Practical**- Your unit will receive a demonstration on the use of forcible entry tools (axe and Halligan), used to break open a locked door. After the demonstration, each member of your unit will have an opportunity to use the tools to force (break open) a door. This evolution will involve very low physical intensity.

2. **Motivation Alley**- Your unit will operate both a small diameter hose line, and large, move forward towards a simulated fire target and direct the hose stream at the target. All members, that desire, will have an opportunity to operate the hose line from the nozzle position. This evolution will involve moderate physical intensity.



3. **Subway Victim Removal**- Your unit will crawl under a subway car to remove a victim who has been struck by the train, and is unconscious. This evolution will involve moderate physical intensity.

4. **Vehicle Extrication**- Your unit will operate a Hurst tool (“jaws of life”) and a “cutter” in order to remove a trapped occupant from a car that was involved in an accident. This evolution will involve moderate physical intensity.



Note: These events are not scored events. Participation in these events while encouraged is not mandatory. The members of your team can choose to participate entirely, partially or not at all.

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