

FIRE AND RESCUE DEPARTMENT

January 27, 2014

INSTRUCTIONAL BULLETIN #14-04

TO: All Fire and Rescue Personnel

FROM: Kurtis Wilson, Division Chief of Operations

RE: New Squad Units

<u>Effective February 1st, 2014</u>, the following units will change their designation from Engine Company to Squad Company: Engine 5 to Squad 5, Engine 12 to Squad 12, Engine 37 to Squad 37.

All Squads will become members of the *Special Operations Team* and will have the following functions:

- 1. Will act as an Engine in their 1^{st} , 2^{nd} , and 3^{rd} due territories.
- 2. Based on geographic location: Westside-Squad 5, Southside-Squad 12, and Northside-Squad 37.
- 3. Will be dispatched on all structure fires, residential or commercial,
 - a. Cannot be canceled on W3's.
 - b. On scene assignment will be determined by the Incident Commander.
 - i. Recommended to enhance on scene RIT teams.
 - c. If the normal Squad is on a call, then a second Squad will be assigned to the fire.
- 4. Minimum of one Squad will be dispatched on all Special Operation Calls involving Station 4 and Station 13.
- 5. Minimum of one Squad will be dispatched on all Hazmat calls involving Station 7 or Station 21.
- 6. Minimum of one Squad will be dispatched on any unique or high risk call such as a train derailment, plane crash, or a report of entrapment (non-MVA), etc.
- 7. Up to three Squads can be called for any one event by the Incident Commander.
- 8. Will become four person crews once the SAFER hiring is complete.

Future training will focus on firefighter survival and rapid intervention techniques. Special equipment is being budgeted and will focus around rapid intervention capabilities and firefighter survival such as multiple thermal imaging cameras, escape packs, bail-out kits for multiple firefighters, varying types of RIT & escape rope, battery operated cutters, spreaders, rams, and air-bags.

Minimum certifications will be required to be permanently assigned to a Squad Company to include USAR, Hazmat Technician, JFRD-RIT & Safety and Survival class.

