

MONMOUTH COUNTY FIRE ACADEMY



NEW BURN BUILDING SUGGESTED SCENARIO GUIDELINES

2018

Guidelines:

- **It is suggested that departments using the building be prepared to identify evolution types / attack routes prior to training.**
- **Departments who want to utilize attack routes not included in this package must submit, for Academy approval, a proposal with their drillground application outlining the specifics of the requested training**

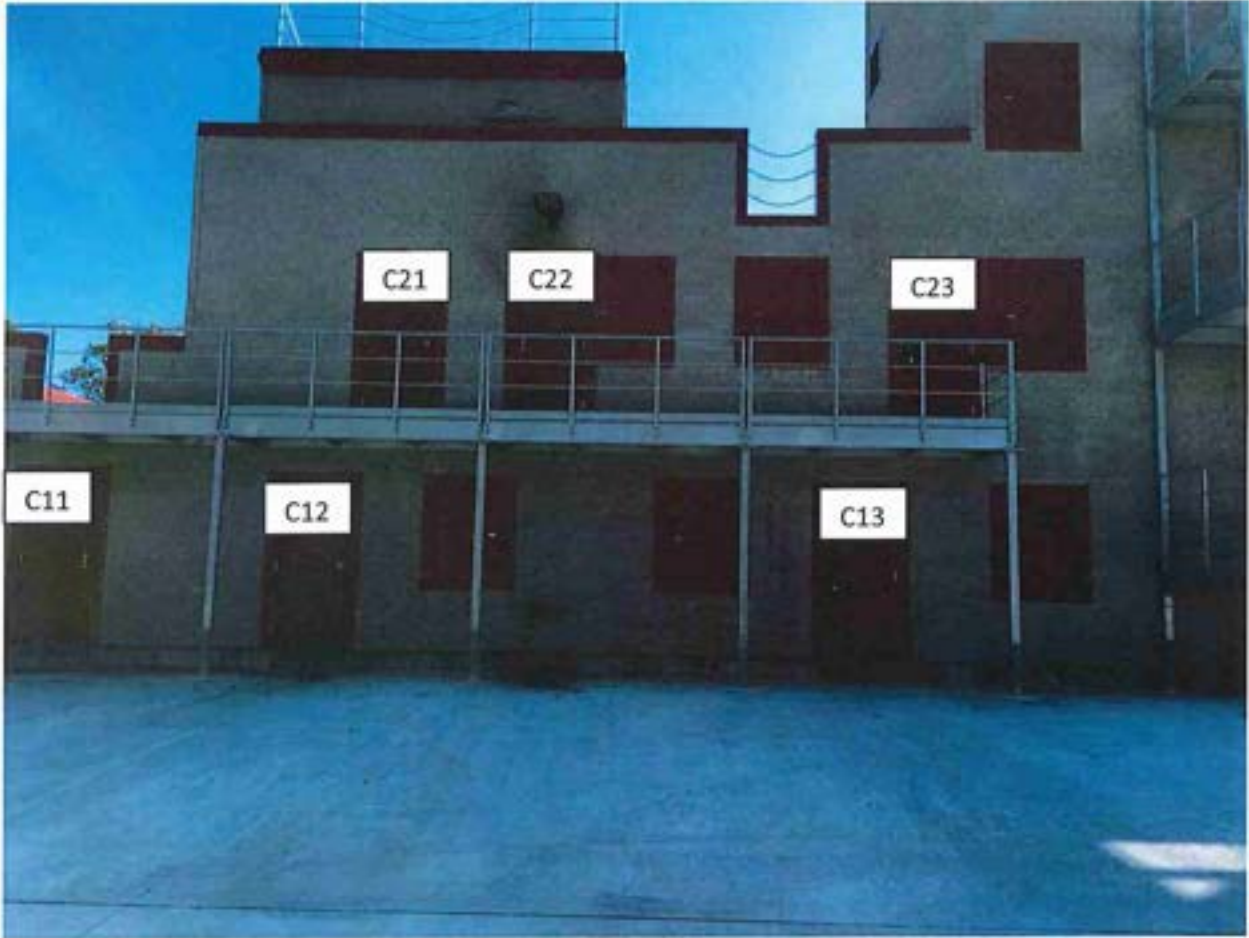
Sides and door markings are as follows



Side A



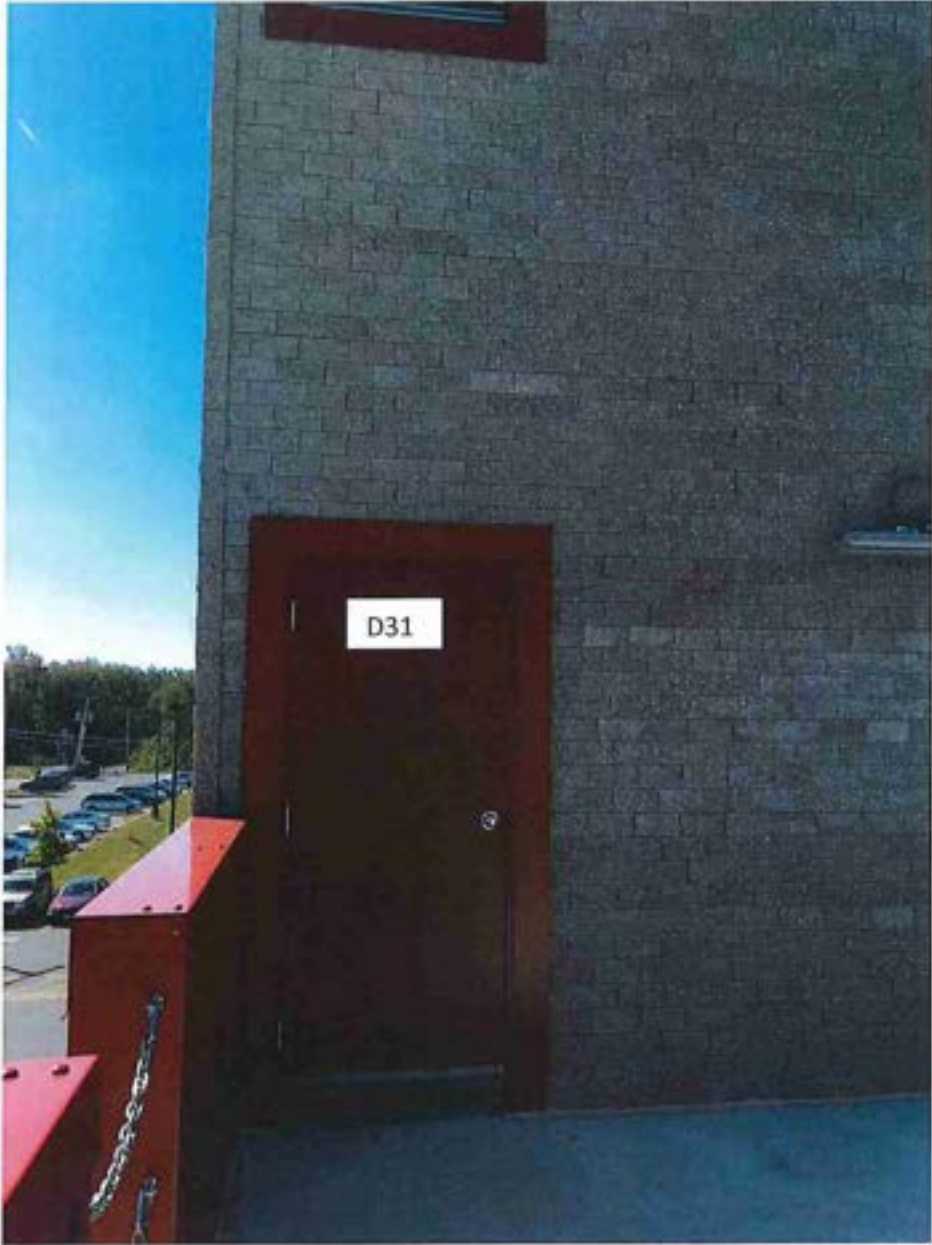
Side B



Side C



Side D

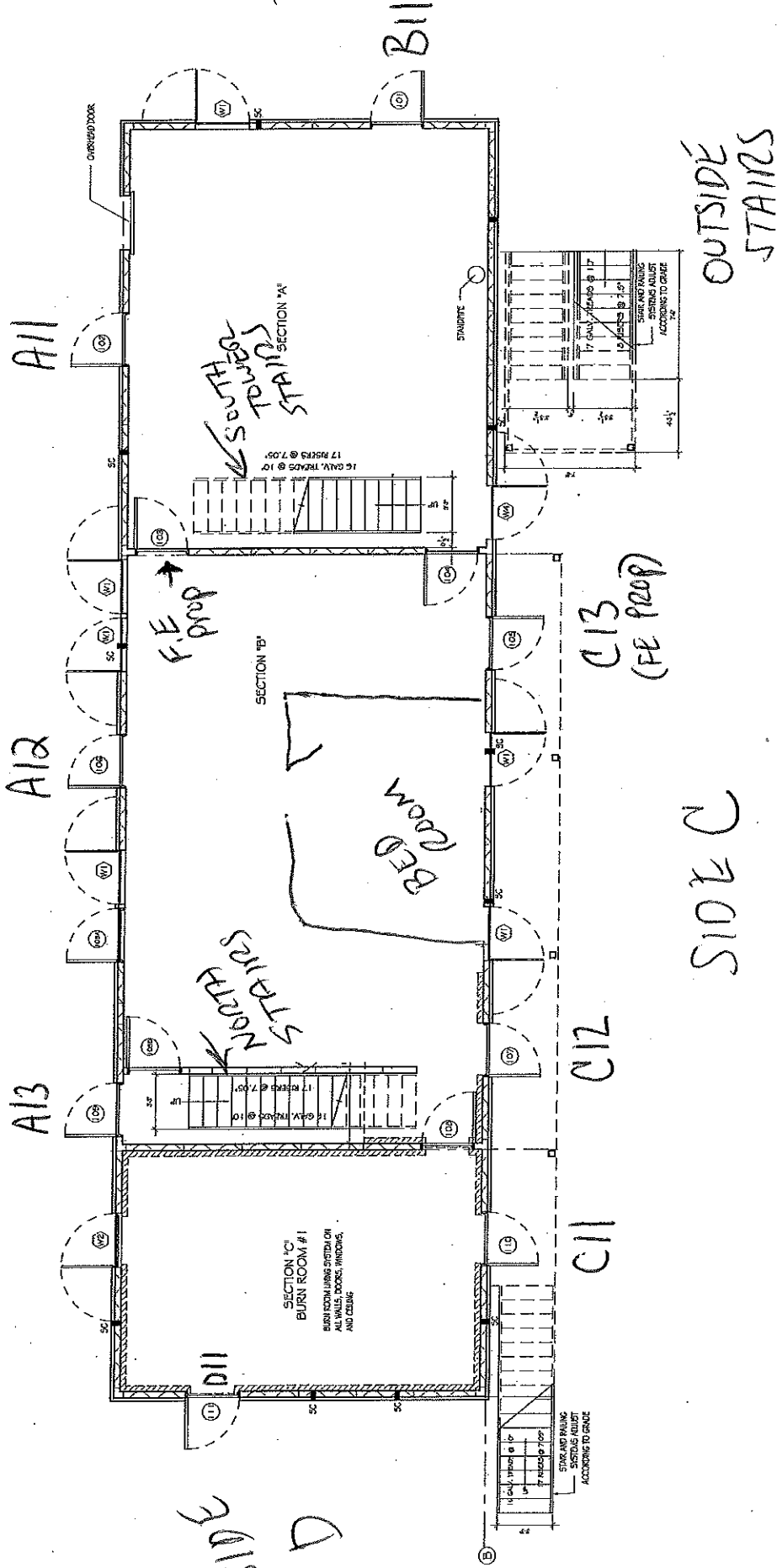


Tower 3rd Floor Side D

SIDE A

SIDE D

SIDE B



OUTSIDE STAIRS

FLOOR 1

1 FIRST FLOOR PLAN
1/4" = 1'-0"

spiezie ARCHITECTURAL GROUP
 1500 W. 10th St. Portland, OR 97202
 Phone: 503.255.1234

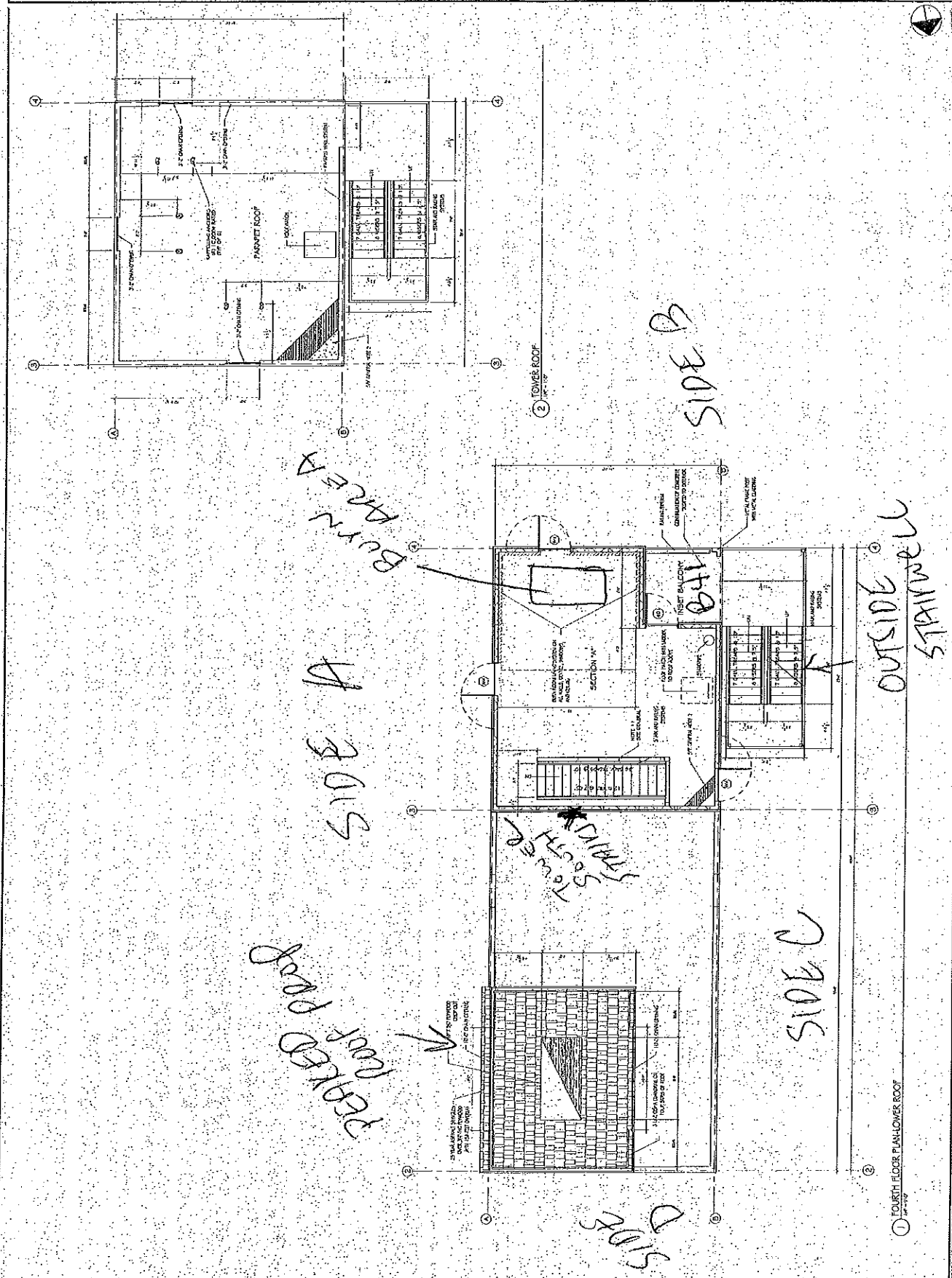
PROJECT: FIRE TRAINING BUILDING AT THE MONMOUTH COUNTY FIRE ACADEMY
 COUNTY OF MONMOUTH

DATE: 12/14/12

FOURTH FLOOR PLAN AND TOWER ROOF PLAN

15M010
 COVER SHEET DRAWING

A1-4



FIRE SCENARIOS

Cellar / basement fire – Residential side

- **C-1** Enter via catwalk. Exterior Force Door C23. Interior Force 2nd floor door. Stretch down north stairs to 1st floor burn room.
 - Suggested position of attack engine: close to the catwalk if using pre-connect
 - 2 Forcible entry opportunities
 - A lot of turns
 - Static stretch might be better here
- **C-2** Enter door B21 off exterior stairwell. Force exterior door. Stretch along left wall and force interior 2nd floor door. Stretch down north stairs to 1st floor burn room.
 - Suggested position of attack engine: Side B for pre-connect use
 - 2 Forcible entry opportunities
- **C-3** Enter door B21 off exterior stairwell on B/C side. Force exterior door. Stretch along right wall to 2nd floor hallway. . Stretch down north stairs to 1st floor burn room.
 - Suggested position of attack engine: Side B for pre-connect use
 - 1 forcible entry opportunity
- **C-4** Enter door B21 off exterior stairwell on B/C side. Force exterior door. Stretch to the left and down the south stairwell. Force first floor interior door. Stretch across the first floor and into 1st floor burn room.
 - Suggested position of attack engine: Side B for pre-connect use
 - 2 forcible entry opportunities
 - Static stretch might be better here

Ground (1st) floor fire – Residential Side

- **G-1** Enter door C13. Force exterior door. Stretch around the bedroom area and into the 1st floor burn room
 - Suggested position of attack engine: Side C
 - Short stretch; ideal for preconnect
- **G-2** Enter tower doors A11 or B11. Force interior door between the tower and the residential side. Stretch down hallway and into the 1st floor burn room
 - Suggested position of attack engine: Side A or B (can be at hydrant)
 - 1 forcible entry opportunity
 - Can use preconnect
- **G-3** Enter door B11. Stretch through the door on left wall into residential side. Stretch around the bedroom mock-up and into the 1st floor burn room
 - Suggested position of attack engine: Side A or B (can be at hydrant)
 - No forcible entry opportunities
 - Can use preconnect

- **G-4** Enter door C13. Force exterior door. Stretch through door on right into tower. Stretch around south stairwell. Force interior door. Stretch down hall past bedroom and into 1st floor burn room
 - Suggested position of attack engine: Side C
 - 2 forcible entry opportunities
 - Longest stretch – static stretch better. Preconnect might not reach
- **G-5 Transition attack:** Position attack engine on Side A. Apply stream for 5 seconds from exterior into window adjacent to door A13. Stretch through door A12 or A13 and into 1st floor burn room to finish extinguishment
 - Suggested position of attack engine: Side A
 - No forcible entry opportunities
 - Can use water can instead of hoseline for exterior attack. Keep hoseline at exterior door A13 or A12 until water can emptied.
 - **NO DECK GUNS** for transitional attack. Small diameter line only

2nd floor fire – Residential side

- **S-1** Enter tower door on A or B side (Doors A11 or B11). Stretch up south stairwell and advance to 2nd floor burn room
 - Suggested position of attack engine: Side A or B (or at hydrant)
 - No forcible entry opportunities
 - Can use preconnect
- **S-2** Enter tower door on A or B side (Doors A11 or B11). Force 1st floor interior door. Stretch across the hallway and up north stairwell. Advance to 2nd floor burn room
 - Suggested position of attack engine: Side A or B (or at hydrant)
 - 1 forcible entry opportunity
 - Many turns; can go with a static stretch but preconnect should reach if stretched properly
- **S-3** Enter door B21 off exterior stairwell on B/C side. Force TruForce on exterior door B21. Stretch across hallway to 2nd floor burn room
 - Suggested position of attack engine: Side B (or at hydrant)
 - 1 forcible entry opportunity
 - Can use preconnect
- **S-4** Enter door C13 on C side. Force Power Jamb. Stretch around bedroom and up north stairs. Advance to 2nd floor burn room
 - Suggested position of attack engine: Side C
 - 1 forcible entry opportunity
 - Preconnect not recommended but may reach

- **S-5** Enter door C13 on C side. Force Power Jamb. Stretch along right wall and force the Inforcer. Stretch up the south stairwell in the tower. Advance to burn room
 - Suggested position of attack engine: Side B (or at hydrant)
 - 2 forcible entry opportunities
 - Preconnect not recommended; a lot of turns
- **S-6** Enter door C23 via catwalk. Force Powerjamb on Door C23. Force TruForce on interior 2nd floor door. Advance to 2nd floor burn room.
 - Suggested position of attack engine: Side C near catwalk
 - 2 forcible entry opportunities
 - Preconnect can reach
- **S-7** Enter door A12 on A side. Stretch to the left and force the Inforcer. Stretch up the south stairs in tower to the second floor. Advance to the 2nd floor burn room
 - Suggested position of attack engine: Side A
 - 1 forcible entry opportunity
 - Preconnect can reach
- **S-8** Hoist attack line to the exterior stairwell to door B21 on Side B/C. Force TruForce. Stretch around and into the residential side. Advance to 2nd floor burn room
 - Suggested position of attack engine: Side B or C
 - 1 forcible entry opportunity
 - Preconnect can reach
- **S-9 High Rise Ops:** Supply FDC on Side B. Enter door B11. Connect to 1st floor standpipe in tower. Stretch to second floor via south stairwell. Stay left and enter residential side. Force TruForce 2nd floor interior door. Advance into hallway and to 2nd floor burn room
 - Suggested position of attack engine: Side B
 - 1 forcible entry opportunity
- **S-10 Transition Attack:** Position engine on Side C. Use exterior stream for approx. 5-10 seconds into window adjacent to door C22. Enter door C12 and stretch up the north stairwell to 2nd floor burn room to finish extinguishment.
 - Suggested position of attack engine: Side C
 - Can use water can from catwalk if desired.
 - **NO DECK GUNS** for transitional attack. Small diameter line only

Third floor burn room (Tower side)

- **T-1** Enter tower door B11 or A11. Stretch up south stairwell to 3rd floor burn room
 - Suggested position of attack engine: Side A or B
 - No forcible entry opportunity
 - Preconnect might reach; static stretch recommended
- **T-2** Enter C side residential door C13. Force Powerjamb. Stretch across room toward A side. Force Inforcer and enter tower. Stretch up south stairway to 3rd floor. Advance to 3rd floor burn room
 - Suggested position of attack engine: Side A or B
 - 2 forcible entry opportunities
 - Preconnect not likely to reach; static stretch recommended
- **T-3** Enter A side door A12. Force Inforcer. Stretch up south stairwell to third floor. Advance to 3rd floor burn room
 - Suggested position of attack engine: Side A
 - 1 forcible entry opportunity
 - Preconnect might reach; static stretch recommended
- **T-4** Enter C side door C23 via catwalk. Force PowerJamb. Force interior TruForce door. Stretch into tower and stretch up south stairwell. Advance to 3rd floor burn room
 - Suggested position of attack engine: Side C
 - 2 forcible entry opportunities
 - Static stretch required
- **T-5** Stretch up exterior stairs on B/C side of tower. Force TruForce at door B21 and enter at 2nd floor. Stretch up south stairwell and advance to 3rd floor burn room
 - Suggested position of attack engine: Side B or C
 - 2 forcible entry opportunities
 - Static stretch recommended; preconnect may not reach
- **T-6** Stretch up exterior stairs on B/C side of tower. Enter at 3rd floor door B31 and advance to 3rd floor burn room
 - Suggested position of attack engine: Side C
 - No forcible entry opportunities
 - Static stretch recommended
- **T-7** Hoist to second level exterior stairs on B/C side of the tower. Enter door B21. Force exterior TruForce. Stretch up south stairwell. Advance to 3rd floor burn room
 - Suggested position of attack engine: Side B or C
 - 1 forcible entry opportunity
 - Static stretch recommended

- **T-8 Hose up ladder:** Raise ground ladder on Side A to residential roof opening above door A12. Stretch line through door D31 to 3rd floor burn room
 - Suggested position of attack engine: Side A
 - No forcible entry opportunity
 - Preconnect can be used
- **T-9 High Rise:** Supply FDC on Side B. Enter door A11. Bring high rise equipment to 2nd floor. Hook to 2nd floor standpipe. Stretch up south stairwell to 3rd floor burn room.
 - Suggested position of attack engine: Side B
 - No forcible entry opportunities
- **T-10 Transition Attack:** Position engine on Side C. Use exterior stream for approx. 5-10 seconds into window adjacent to door B31. Enter door B11 and stretch up the south stairwell to 3rd floor burn room to finish extinguishment.
 - Suggested position of attack engine: Side B
 - **NO DECK GUNS** for transitional attack. Small diameter line only

Fourth Floor ½ Burn Room (Tower side)

- **F-1** Enter tower door A11 or B11. Stretch up south stairwell to 4th floor burn room
 - Suggested position of attack engine: Side A or B
 - Static stretch required
- **F-2** Enter C side residential door C13. Force Powerjamb. Stretch toward tower. Force Inforcer and enter tower. Stretch up south stairway to 4th floor. Advance to 4th floor burn room
 - Suggested position of attack engine: Side C
 - 2 forcible entry opportunities
 - Static stretch required
- **F-3** Enter A side door A12 Force Inforcer. Stretch up south stairwell to 4th floor. Advance to 4th floor burn room
 - Suggested position of attack engine: Side A
 - 1 forcible entry opportunity
 - Static stretch required
- **F-4** Enter Side C door C13 Force Powerjamb. Force Inforcer. Enter tower. Stretch up South stairwell to 4th floor. Advance to 4th floor burn room
 - Suggested position of attack engine: Side C
 - 2 forcible entry opportunities
 - Static stretch required

- **F-5** Enter C side door C23 via catwalk. Force PowerJamb. Force interior TruForce door. Stretch into tower and stretch up south stairwell. Advance to 4th floor burn room
 - Suggested position of attack engine: Side C
 - 2 forcible entry opportunities
 - Static stretch required
- **F-6** Stretch up exterior stairs on B/C side of tower. Force TruForce exterior door B21 and enter at 2nd floor. Stretch up south stairwell and advance to 4th floor burn room
 - Suggested position of attack engine: Side B or C
 - 1 forcible entry opportunity
 - Static stretch required
- **F-7** Stretch up exterior stairs on B/C side of tower. Enter exterior door B31 and enter at 3rd floor. Stretch up south stairwell and advance to 4th floor burn room
 - Suggested position of attack engine: Side B or C
 - No forcible entry opportunity
 - Static stretch required
- **F-8** Stretch up exterior stairs on B/C side of tower. Enter at 4th floor door B41 and advance to 4th floor burn room
 - Suggested position of attack engine: Side B or C
 - No forcible entry opportunities
 - Static stretch required
- **F-9** Hoist to 3rd floor of the tower. Enter door B31. Stretch up south stairwell. Advance to 4th floor burn room
 - Suggested position of attack engine: Side B or C
 - No forcible entry opportunities
 - Preconnect may be used but static stretch recommended
- **F-10 Hose up ladder:** Raise ground ladder on Side A to residential roof opening above door A12. Stretch line through door D31 to south stairs and up to 4th floor burn room
 - Suggested position of attack engine: Side A
 - No forcible entry opportunity
 - Preconnect can be used
- **F-11 High Rise:** Supply FDC on Side B. Enter door B11. Bring high rise equipment to 3rd floor. Hook to 3rd floor standpipe. Stretch up south stairwell to 4th floor burn room.
 - Suggested position of attack engine: Side B
 - No forcible entry opportunities
- **NO TRANSITIONAL ATTACK SCENARIOS ON 4th FLOOR**

Hose up Ladder Scenarios

- All above scenarios may be conducted by using ground ladders to facilitate the stretch. All ground ladder stretches shall be to the floor below the fire and stretched up the interior stairs to the fire area
 - Lines should not be hoisted or stretched via ladder to the fire floor

Elevated Structure scenario

- By entering the building via the C side catwalk, an elevated structure can be simulated. In this scenario, the ground floor and tower are completely out of play.
- Second or third floor burn room can be used for this scenario.
 - Suggested position of attack engine: Side A
 - Forcible entry opportunities based on stretch plan
 - Preconnect can be used for 2nd floor, static stretch recommended for 3rd floor

Vent, Enter, Search

- Preferred VES are the tower second floor via ground ladders on either the A or B side.
- Entering firefighters must be instructed to close all doors leading to the residential side as a first action.

Water Can evolutions

- Water can evolutions can be conducted on any floor (2nd and 3rd suggested). All water can evolutions require a line to be stretched to the area of the fire as a safety line / mop-up line

Simultaneous Burns

- When two evolutions are being conducted, the building shall be sectioned off as follows:
 - Tower side (tower only)
 - Residential side (all other areas)
- When simultaneous drills are being run in the new building, a Safety Officer will be assigned. The responsibility of the Safety Officer will be to coordinate, though the lead instructors, all activities being run.
- ALL attack routes must be known, identified, and disseminated to all participants prior to evolutions.
- Departments who request simultaneous burns must provide sufficient CERTIFIED personnel to operate as additional Safety Officers / Training officers to assist in evolutions.