Blue Card System Overview

For SNOPAC Dispatchers
Blue Card is a Hazard Zone Incident Commander Training and Certification Program that Consists of 2 Parts:

Cognitive 40 Hour On-line Program

Manipulative 24 Hour Evaluation Program
Key Blue Card Concepts

8 Standard Command Functions:

1. Deployment
2. Assumption, Confirmation, & Positioning
3. Situation Evaluation
4. Strategy & Incident Action Planning
5. Communications
6. Organization
7. Review, Evaluation, & Revision
8. Continue, Support, & Terminate Command.
Deployment

Major Goal:
To Provide and manage a steady, adequate, and timely stream of the appropriate resources
Alarm Levels

FR
FC
2\textsuperscript{nd} Alarm
3\textsuperscript{rd} Alarm
4\textsuperscript{th} Alarm
Zone Response
3 Deep Deployment Model

Hot Zone
- E-10
- E-11
- E-12

Warm Zone
- BC
- FIT

On-Deck
- On-Deck
- E-13
- E-14

Level II Staging
- E1
- L1
- E2
- E3
- E4
- E5

Companies in Staging

S/D Co.s working in the Hazard Zone

On-Deck Companies
Deployment

Working/Confirmed Fire Protocol

- Will prompt dispatch to automatically do the following:
  - Send additional fire resources
  - Send Utilities, PD and Investigator
  - Elapsed time notifications
There are 2 different statuses that companies fall into on the incident scene:

**Unassigned**
- Staged
- Rehabbing
- Rehabbed & Ready to go

**Assigned**
- 1st Unit to a location
- To a S/D
- On-Deck in S/D
- Recycle in S/D
Level 1 - Staging

- Applies to all initial responders on a 1st Alarm/Box assignment:
  - 1st Engine, Truck Co. & BC respond directly to the scene
- Immediately goes into effect after Initial Radio Report from IC #1
- All subsequent arriving units stage 1 block away in their direction of travel not passing their last tactical option
Level 2 - Staging

- In effect for greater alarms
- 1\textsuperscript{st} Engine typically becomes initial staging officer – upgrade with staff if poss.
- IC or should designate the Staging location when requesting an additional Alarm/Box
- Alarm/Dispatch should dispatch on a separate radio channel (automatically)
- Will require CP helper to manage logistic channel – Active incident, should upgrade Command Post
On Deck = Forward Staging
On Deck Crew Options:

Once a crew is assigned to an On-Deck position, they are 1st and foremost a Rapid Intervention Crew until they are assigned to:

- Relieve an existing crew in their assigned Div.
- Reinforce a current position in their assigned Div.
- Cover a new position as assigned by the IC
Recycle:
A timely and efficient means of air replacement and re-hydration of assigned companies while still maintaining their S/D assignment.
Rehab:

Is an assignment to a formal rehab location (close to the emergency scene) where Units will be deconned, medically evaluated, rehydrated, and replenished. Once rehabbed, Units can be assigned again the Incident scene, but most of the time, they will be placed back into service.
Major Goal:
To quickly establish and confirm a single IC and to place that IC in the most effective command position.
Select the proper Command Position

IC #1

100%

IC #2

15 to 20%

IC #2 with IMT

Less than 5%
Communications

**Major Goal:**
To provide for the clear and timely sharing of critical incident information to all responders.

- All Hazard Zone Communications on 1 Tac Channel
Order Model:

1. Sender contacts receiver
2. Receiver states readiness to receive
3. Sender transmits message/order
4. Receiver briefly restates message to confirm understanding the message
5. Sender corrects any misunderstanding of the message

Properly following the Order Model will reduce the overall amount of radio traffic, enhance the accountability process and it will prevent; deployment mistakes, directional mistakes and freelancing.
There are 6 basic types of radio transmissions on a hazard zone:

- Initial Radio Reporting
- Follow-Up Report
- Assigning Units to Operating Positions/Functions
- Command Transfers
- C.A.N. Reporting: Conditions, Actions & Needs
- Strategic Shift: Offensive to Defensive
Blue Card System Overview

Initial Radio Report

Building/area description
- Size
- Height
- Occupancy Type

Describe the problem
- Smoke/Fire Conditions
- Location

Initial I.A.P.
- Task(s)
- Location
- Objective(s)

Declaration of the Strategy
- Offensive
- Defensive

Resource Determination

Assume/Name Command
360’s & Follow-Up Reports

Result of 360
- # of Stories in rear
- Basement / Type
- Problem – if different
- Any Change to IAP?
- Any Immediate Life Safety?
- Other hazards

Accountability Location
- Alpha, Bravo Charlie, Delta

Any other Immediate Safety Concerns (Elec drop, pool, etc)
E-1 has "Alpha Side Accountability"
**Blue Card System Overview**

**Alarm/Dispatch Center - Standard Communication Forms**

<table>
<thead>
<tr>
<th>Initial Radio Report</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Building/Area Description:</strong></td>
</tr>
<tr>
<td>Size: Small</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>Occupancy Type:</td>
</tr>
<tr>
<td><strong>Problem Description:</strong></td>
</tr>
<tr>
<td>Nothing Showing</td>
</tr>
<tr>
<td>Location:</td>
</tr>
<tr>
<td><strong>Initial Incident Action Plan:</strong></td>
</tr>
<tr>
<td>Tasks: Supply-line</td>
</tr>
<tr>
<td>Location:</td>
</tr>
<tr>
<td><strong>Objectives:</strong></td>
</tr>
<tr>
<td>Primary Search</td>
</tr>
<tr>
<td><strong>Strategy:</strong></td>
</tr>
<tr>
<td>Offensive</td>
</tr>
<tr>
<td><strong>Resource Determination:</strong></td>
</tr>
<tr>
<td>Cancel Assn</td>
</tr>
<tr>
<td>Assume &amp; Name Command:</td>
</tr>
</tbody>
</table>

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<thead>
<tr>
<th>Follow-Up Report</th>
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</thead>
<tbody>
<tr>
<td><strong>Results of the 360:</strong></td>
</tr>
<tr>
<td>Not Completed</td>
</tr>
<tr>
<td><strong>Stories from Charlie Side:</strong></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>Basement Type:</strong></td>
</tr>
<tr>
<td>No basement</td>
</tr>
<tr>
<td><strong>Any Changes to IAP:</strong></td>
</tr>
<tr>
<td>Yes</td>
</tr>
<tr>
<td><strong>E-1 will be the 7 Accountability Location:</strong></td>
</tr>
<tr>
<td>Alpha</td>
</tr>
</tbody>
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<thead>
<tr>
<th>Unit Assignment</th>
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<tbody>
<tr>
<td><strong>Unit:</strong></td>
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<tr>
<td><strong>Tasks:</strong></td>
</tr>
<tr>
<td><strong>Location:</strong></td>
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<tr>
<td><strong>Objectives:</strong></td>
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<tr>
<td>P/S</td>
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<tr>
<td>P/S</td>
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<tr>
<th>Command Transfer</th>
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<tbody>
<tr>
<td><strong>Unit:</strong></td>
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<tr>
<td><strong>Assume Command:</strong></td>
</tr>
<tr>
<td><strong>Strategy:</strong></td>
</tr>
<tr>
<td><strong>Resource Determination:</strong></td>
</tr>
<tr>
<td>Yes</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CAN Report</th>
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</thead>
<tbody>
<tr>
<td><strong>Unit:</strong></td>
</tr>
<tr>
<td><strong>IC driven:</strong></td>
</tr>
<tr>
<td><strong>Priority traffic:</strong></td>
</tr>
<tr>
<td><strong>Status Change:</strong></td>
</tr>
<tr>
<td><strong>Good news:</strong></td>
</tr>
<tr>
<td><strong>Tactical Priorities Achieved:</strong></td>
</tr>
<tr>
<td>All Clear</td>
</tr>
</tbody>
</table>

| Needs: |
| Stated... or... Prompted by the IC |

**LOCATE:**

**CANCEL CONTINUE UPGRADE**
Assigning Units

1. Task
2. Location
3. Objective
Command Transfer

IC 2 (usually BC)
1. Confirms on scene units location and assignment and requests CAN-Air
2. Notify SnoPac of transfer
3. Confirm strategy
4. Resource Determination
5. Locate Command Post
C. A.N. Air

• Conditions
• Actions
• Needs
• Air (team)
Strategic Shift

• Emergency Traffic
• Switching to Defensive
• Withdraw or Abandon
• Report PARs on Exiting
• Re-confirm Strategy
• Open the Radio for Normal Traffic
P.A.R.

• Gives the current status of your team.

• No need for number of team members if all is accounted for.

• E-1 has PAR and unit location is the only information the I.C. needs.

• If in a division or group, your PAR will be reported to the person holding your passport, ideally face-to-face.
Portable Radio Reporting

• Routine Traffic
• Roof Reports
• Status Changes
• Priority Traffic
• Emergency Traffic
Routine Radio Traffic

- Radio silence once assigned to the scene
- Communications are driven by the IC
- Order Model used
- No good news reporting
Priority Radio Traffic

- Radio traffic to the IC for **Red** flag info only
- Sender can break into the Order Model
- Important tactical info that will require adjustments to the current IAP or Strategy
- Info usually effects the entire operation
- Usually bad news
Emergency Radio Traffic

- Units-S/D’s Priority Traffic ONLY to the IC
- Emergency Traffic
  - Only Initiated by the IC
  - IC will process when to call for tones
  - Alarm/Dispatch Center plays a part
Situation Evaluation

Major Goal:
Develop a regular approach to Size-Up using the standard information management forms and the Critical Incident Factors.
<table>
<thead>
<tr>
<th>Fixed Factors</th>
<th>Variable Factors</th>
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<tbody>
<tr>
<td>Building</td>
<td>Fire</td>
</tr>
<tr>
<td>Occupancy</td>
<td>Life Hazard</td>
</tr>
<tr>
<td>Arrangement</td>
<td>Resources</td>
</tr>
<tr>
<td></td>
<td>Action</td>
</tr>
<tr>
<td></td>
<td>Special circumstances</td>
</tr>
</tbody>
</table>
Strategy and Incident Action Planning

Major Goal:
To use a systematic method to make basic strategy decisions, and to develop and initiate a Tactical IAP
Strategic Decision Making Model:

- **Critical Fireground Factors**
- **Risk Management Plan**
- **Strategy**
- **Incident Action Plan**

Key Blue Card Concepts:

- **Tactical Priorities SOP’s**
Apply the standard risk-management plan throughout the incident:

We will Risk our Lives **A LOT**, to Save **SAVABLE** Lives

We will Risk our Lives **A LITTLE**, in a HIGHLY Calculated Manner, to Save Savable Property

We will **NOT** Risk our Lives **AT ALL**, for what is **ALREADY LOST** (people or property)
The IC uses the incident’s Critical Factors and the Risk Management Plan to determine the overall Incident Strategy.

**Offensive Inside**

**Defensive Outside**
Implement an Incident Action Plan (IAP) to match the overall strategy.

**Offensive IAP**
- Rescue
- Fire Control
- Loss Control
- Cust. Stabilization

**Defensive IAP**
- Establish Cut-offs
- Define Hazard Zone
- Search exposures
- Protect exposures
Major Goal:

To develop an effective incident organization using the Sector/Division/Group system to decentralize geographic and functional responsibility.
There are 3 Operational Levels on all Incidents that have an IDLH Hazard Zone:

- **Task Level**
- **Tactical Level**
- **Strategic Level**

No Operational Level can perform the functions or the responsibilities for any other Level.
Geographic Landmarks

The address side of the Occupancy typically becomes the “Alpha” side.
The other sides of the Occupancy are named Clockwise.

Alpha
Charlie
Bravo
Delta

Address side of the structure
Longer Strips, Rows, & Apt’s

Exposures

Address side of the structure
Multi-Story Buildings

Floor 4
Floor 3
Floor 2
Floor 01
Floor 02
Major Goal:

To confirm that the current IAP is meeting the tactical requirements of the incident that adequately provides for the safety of the workers, and to identify and address any areas that are not covered.
System Safety Requirements for any Extended Offensive Fire Operation

- One IC from onset
- Everyone operates within the IC’s plan (SOP driven)
- Call for required resources early
- Initial action devoted to fire control to support search Ops
- Cover/assign all required Tactical positions
- Strategic IC in place within 5-7 minutes
- Command Officers in Tactical positions w/in 10 mins
- Expect FC within 10 minutes, revise plan accordingly
- Later arriving units to On-Deck positions (Layering)
- Reinforcing attack more than once = Red Flag
- IC continually evaluates and adjusts IAP as required
Major Goal:
To provide the required duration of command necessary to complete the tactical priorities, to standardize how command is transferred, and to insure that operations are safely concluded.
Assume, maintain and upgrade effective command positioning
Use standard command transfer (both ways)

IC #1

IC #2

IMT
The End
Be Safe