



- > 25+ years fire service
- > Firefighter
- > fire & SWAT medic
- engine/truck/rescue Captain
- Company Chief
- Chief of Training
- > Chief of Department

Proud ISFSI Member





Online Member Community



Networking & Mentorship



Professional Development



Regional to International Exposure



Programs/
Conferences/
Training



Industry Advocacy



Peer Resource Sharing



isfsi.org















Command Basics – A Review



Mindset



Benchmarks/initial actions



Exercises



Why?









Normalization of Deviance

- Gradual process
 - Failure creep
 - 90 mph rule
- unacceptable becomes acceptable

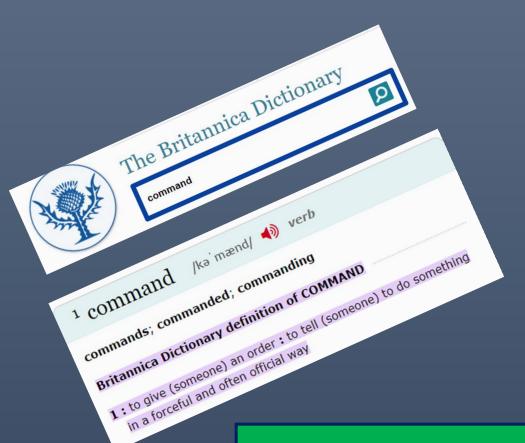
Why establish command?



- > Foundation
- > Hub
 - > Communication
- Stability
 - ongoing



What is Command?



To have authority over To exercise authority or control over To direct with authority The activity of directing the activities and movements of the people who are being commanded

The direction of mission critical teams to perform mission-specific operations to collectively achieve a strategic goal.

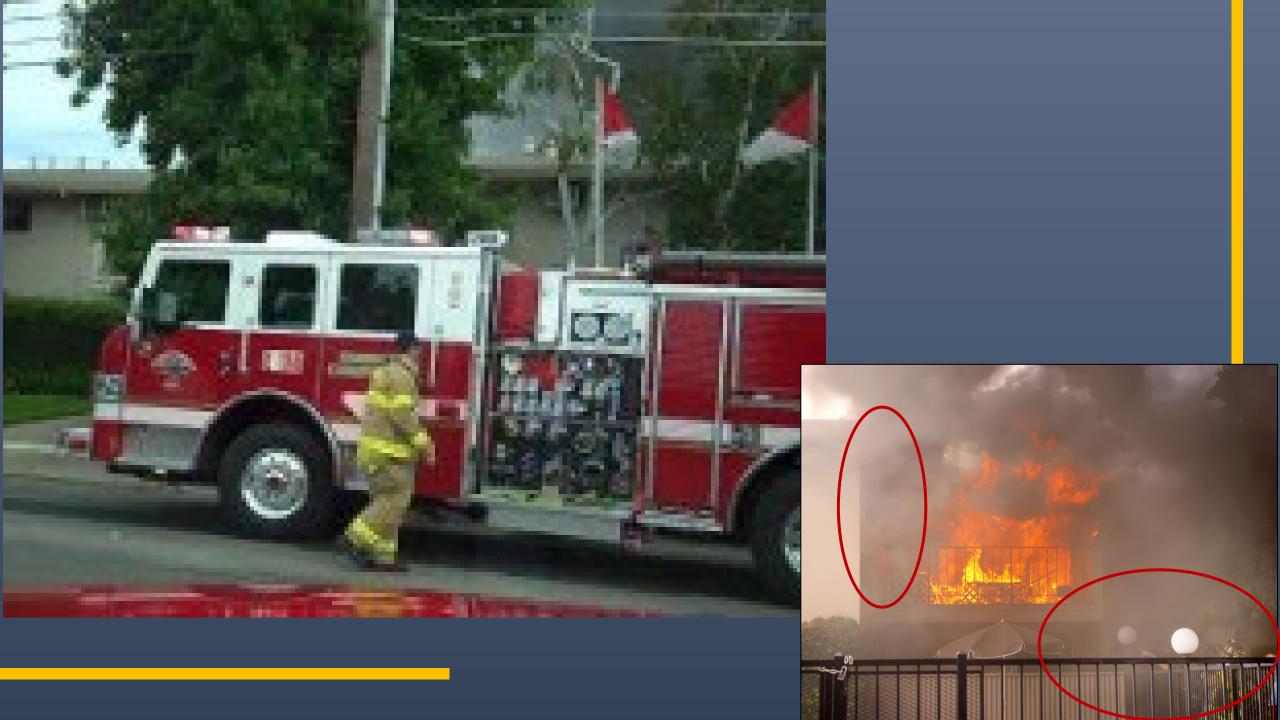
What is Command?

- Decide what to do
- Determine how to do it
- > Tell people what to do
- > Ensure they get it done



GOOD Command

Effective command







effective Command

- Prompt determination of situation
- Decisive in determining action
- Decisive directing teams
- > Goal oriented



effective Command

- > clear, concise, effective communication
- detachment/aerial view of the event
- > Agility "what's next" attitude



effective Command

> Constant data intake

(situational awareness)

- > Has Command Presence
- > Calm



Commanding the Scene





Fight or Flight



Fight or Flight

brain is trying to save you or fool you

- Ready to fight/ready to run
- Auditory exclusion
- Visual "tunneling"
 - "camp fire effect"
- Norepi and Cortisol "dump"



Affected by:

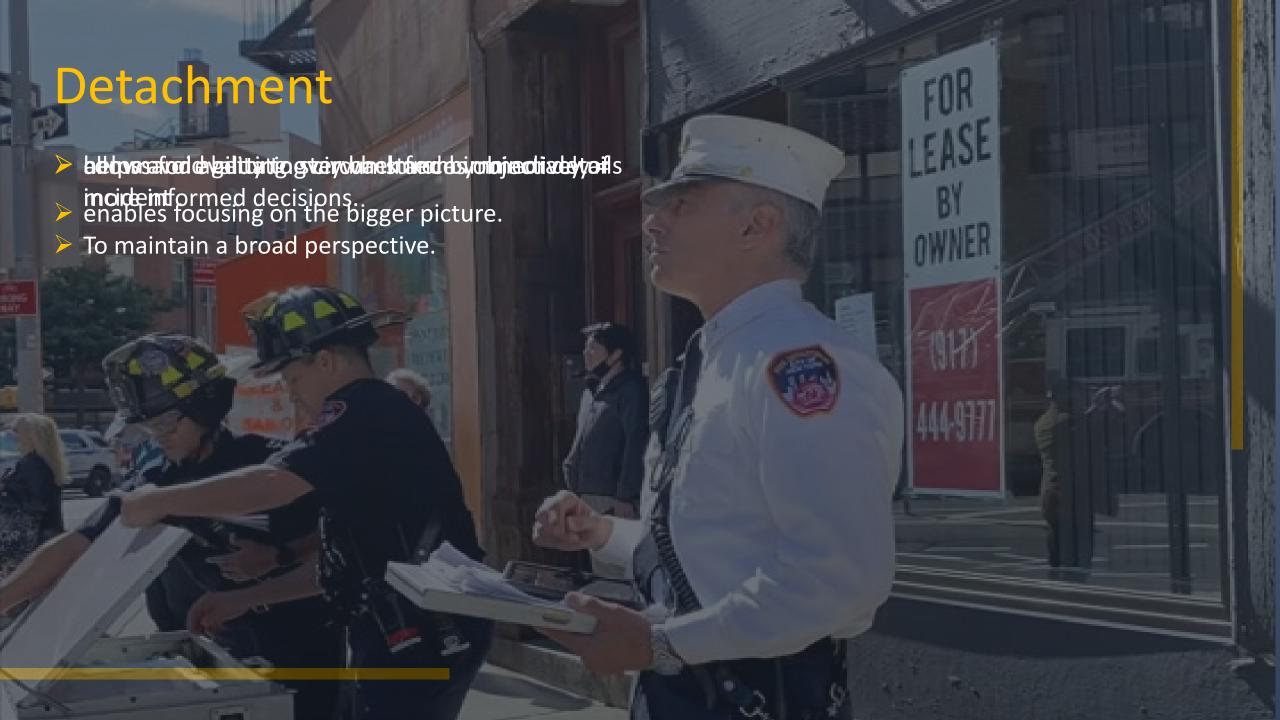
- ✓ physical & emotional state
- ✓ confidence level
 - (competent, proficient or excellent?)
- ✓ Previous calls
- ✓ Level of threat
- ✓ Complexity of event

Detachment

By detaching both physically and mentally, you can see so much than just the task or tactic.



This broader "read" on the situation allows you to take in more info which in turn has you making better decisions.



SA toggle to "ON"



When in Command, COMMAND.

Admiral Chester Nimitz

- ✓ Decision making
- ✓ Agility make the hard decision to change your decision
- ✓ Ties in with presence



Exercise

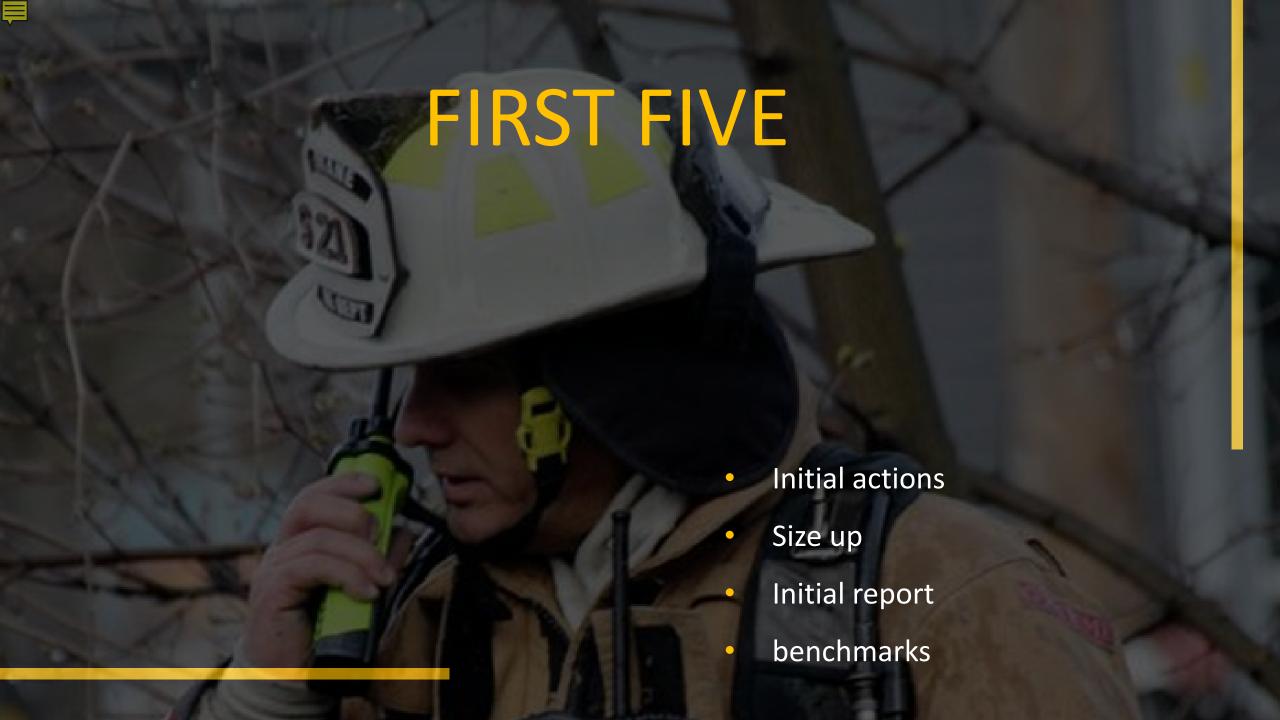


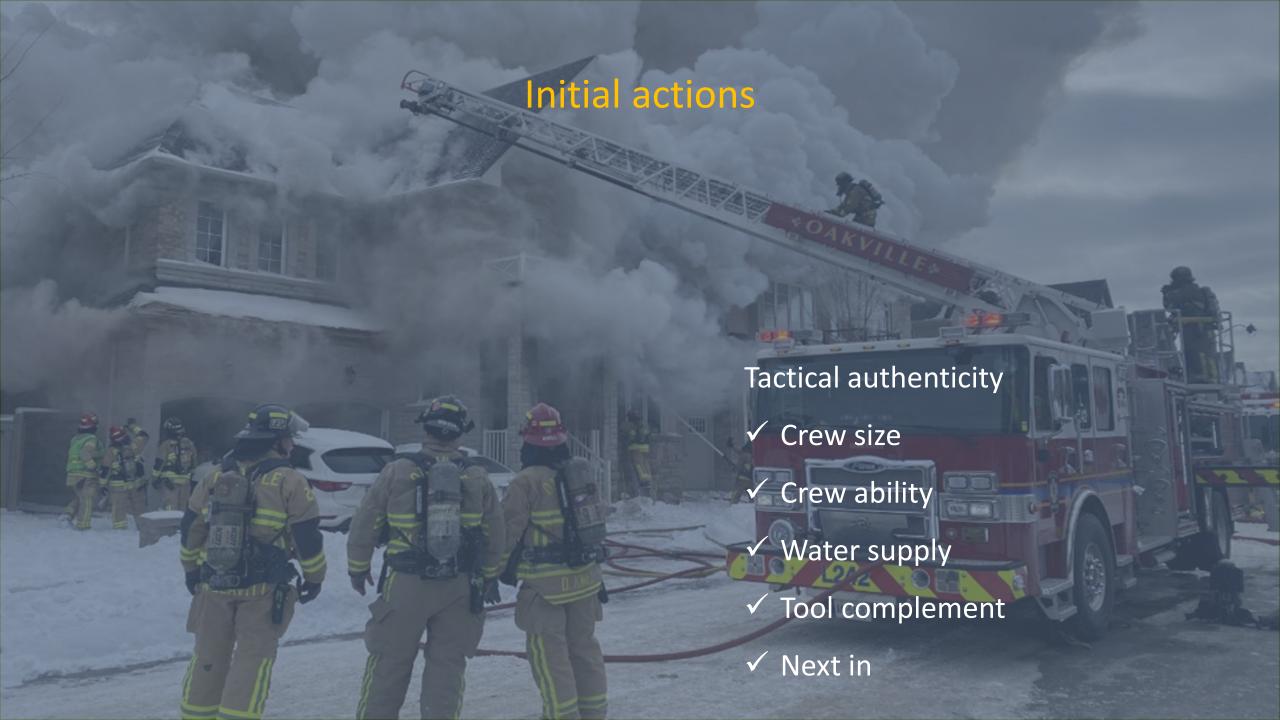


Presence

- ✓ Voice
 - Tone
 - Cadence
 - volume
- Physicality
 - Shoulders
 - stance
- ✓ gaze









Initial actions

- ✓ victims
- ✓ rescue
- ✓ Op mode
 - Offensive
 - Defensive
 - With search



Initial actions

- ✓ Additional resources
- ✓ FF safety

First Five



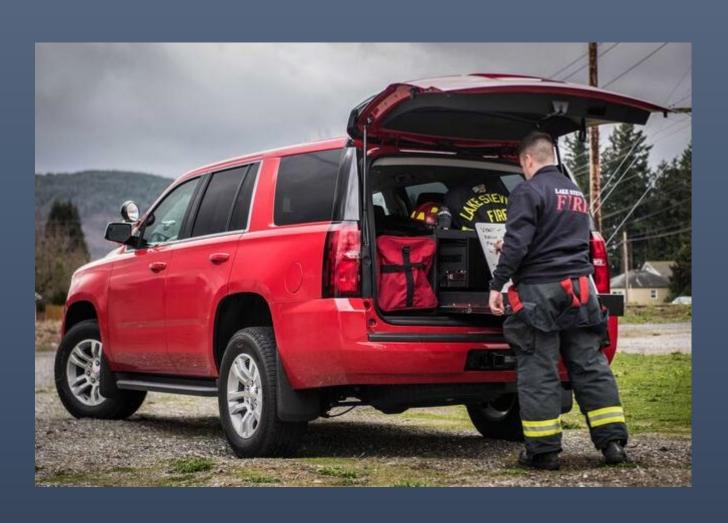
- 1. Size Up
- 2. Life priority
- 3. Plan
 - a. Strategy
 - **b.** Tactics
 - c. tasks



First Five

- 4. Operational Mode
- 5. Initial Report
- 6. Accountability
- 7. establish command

Benchmarks



- Written
- Communicated
 - Dispatch
 - TAC

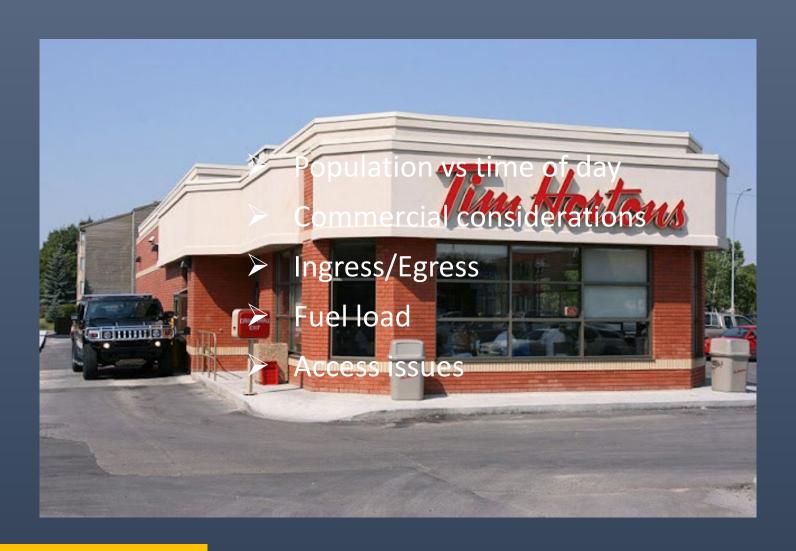
Benchmarks

- 1. Size Up
- Operations
 - a. Fire attack
 water on fire/fire knockdown/
 local verbiage
 - b. Search & rescueAll Clear or Victim found

Benchmarks

- 5. Report on Conditions
- 6. Fire Timer
- 7. PAR
- 8. Secondary Search all clear









- ✓ Time of day
- ✓ Crew
- ✓ Next in
- ✓ Previous calls
- ✓ Getting there/access

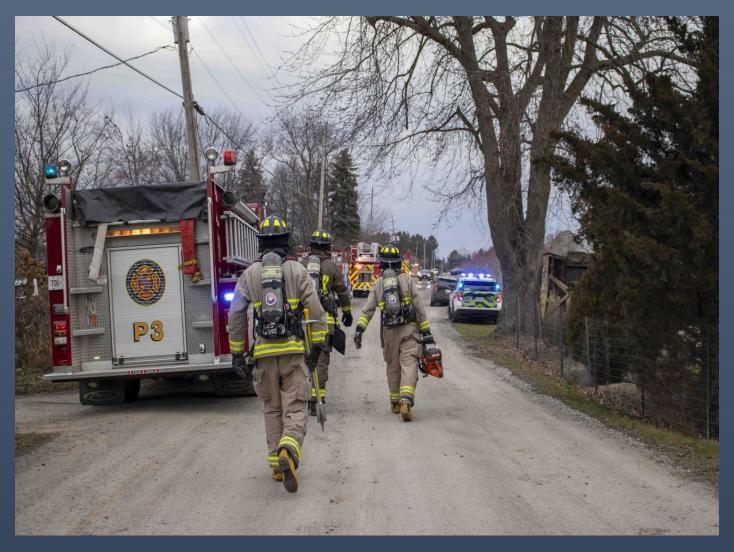














360° Size Up – 7 Sides

<u>Sides</u>

- A. Alpha
- B. Bravo
- C. Charlie
- D. delta

- > Top side
- Below grade
- inside



360° Size Up – 7 Sides



INSIDE







Initial Report On Conditions relies on size up



incoming units visualization "Paints a picture"



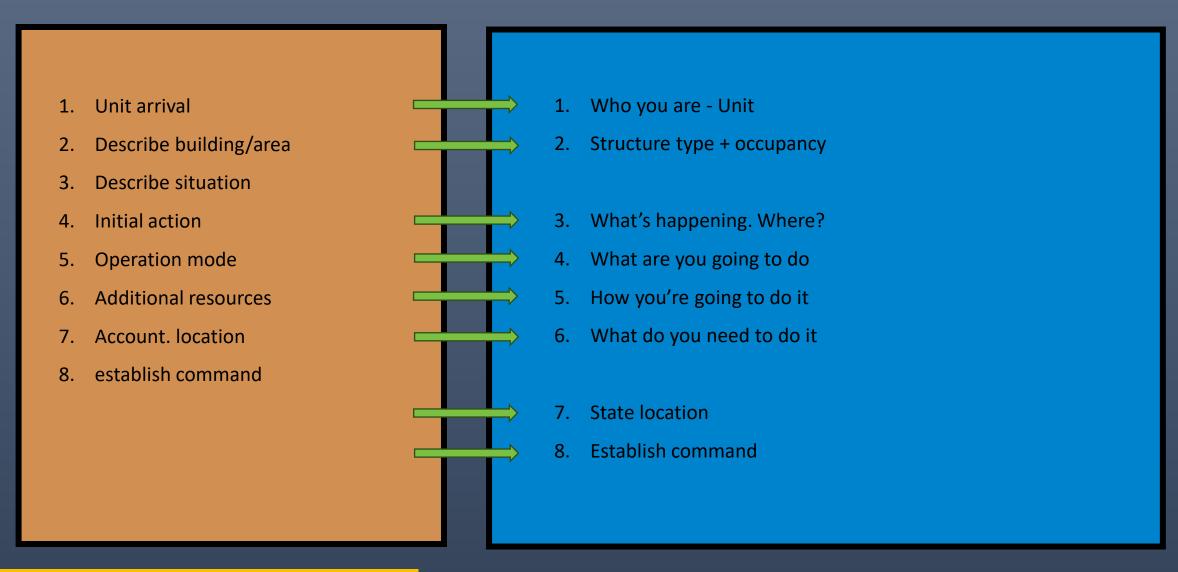
Drives the direction of the incident



Starts framing the incident for IC

- 1. Announce unit arrival at scene of address
- 2. Describe building/area (size, height, occupancy)
- 3. Describe situation (nothing showing, smoke conditions)
- 4. Initial IAP (Task, location, objectives, actions taken)
- 5. Operation mode (offensive, defensive, combination)
- 6. Additional resources required
- 7. Accountability location (if not engine/pumper)
- 8. Assume command identify yourself, name command

- 1. Dispatch (your unit) has arrived at (address)
- 2. Structure is (building description)
- 3. With (what you see/situation)
- 4. What you are doing
- 5. TFD will be in (declare op mode)
- 6. (name add'l resources needed)
- 7. Accountability will be at (location)
- 8. (your name) is establishing (event name)



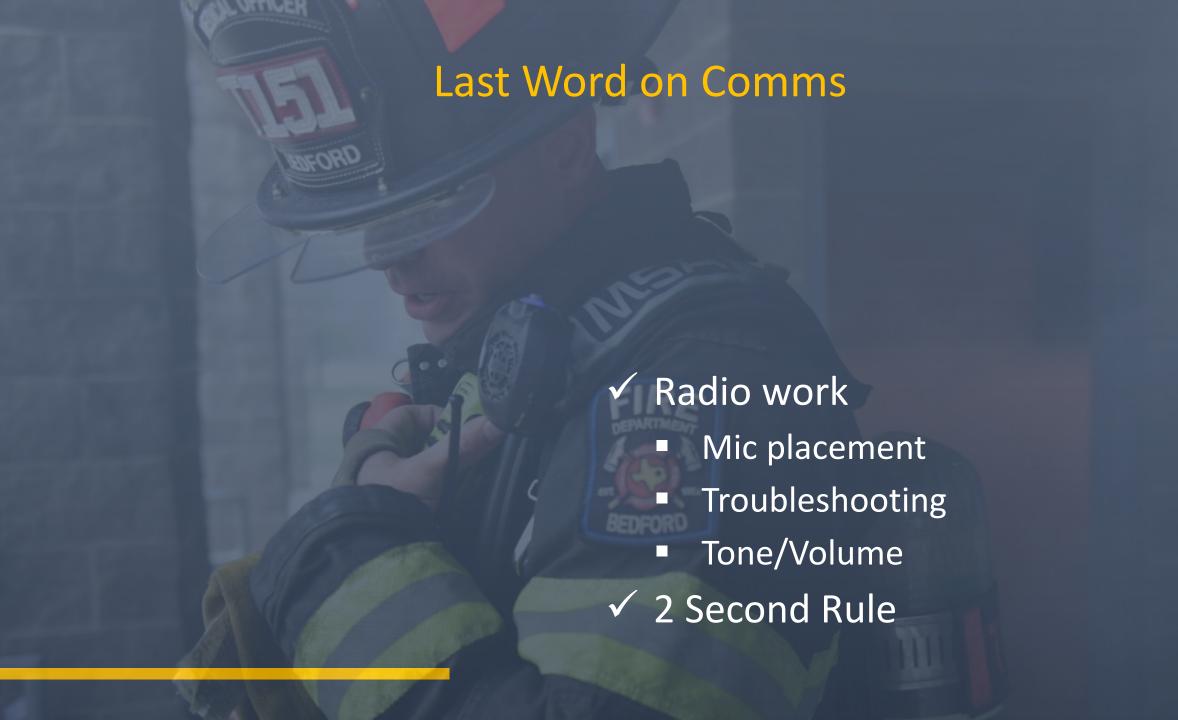
- 1. Unit arrival
- 2. Describe building/area
- 3. Describe situation
- 4. Initial action
- 5. Operation mode
- 6. Additional resources
- 7. Accountability location
- 8. establish command

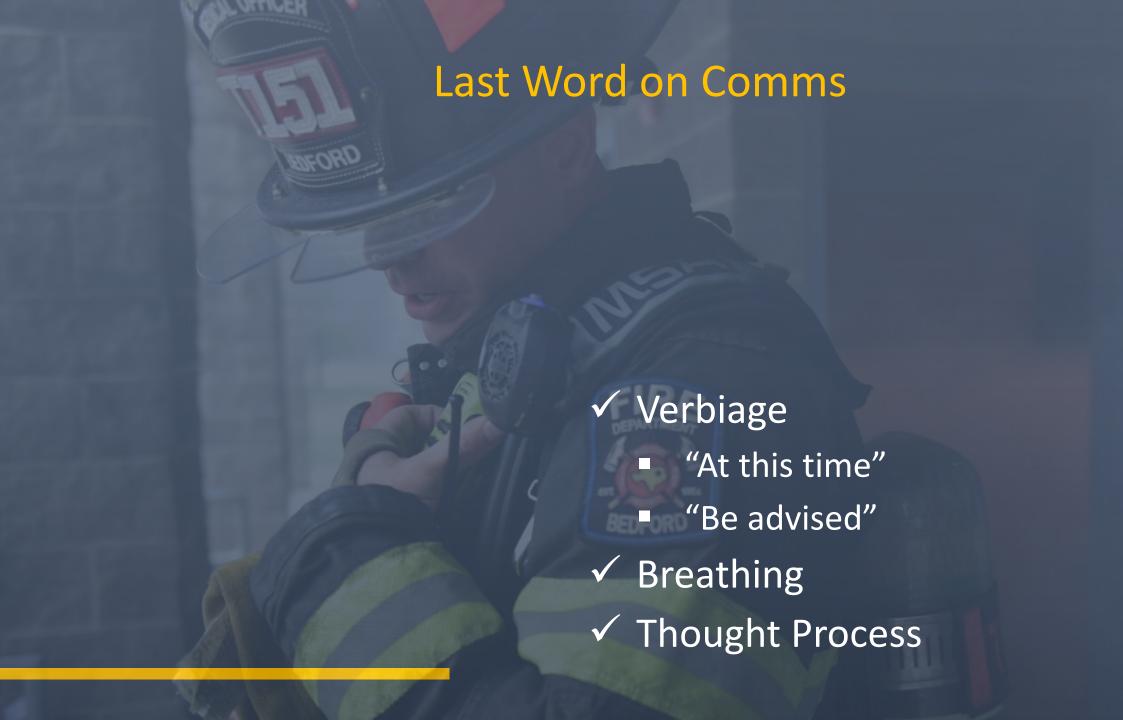
- 1. Dispatch, TFD 51 is on scene at 889 Townsend Rd.
- 2. Scene is a 2 story, single family residential structure
- 3. Smoke showing from 2nd story window A side
- 4. TFD 51 is deploying an attack line, entering the structure...
- 5. ...and will be in fast attack offensive mode.
- 6. Begin a response for a tanker water relay
- 7. 2nd in truck you'll be water supply and accountability
- 8. (Officer name) is establishing Townsend Command

- 1. Unit arrival
- 2. Describe building/area
- 3. Describe situation
- 4. Initial action
- 5. Operation mode
- 6. Additional resources
- 7. Accountability location
- 8. establish command

CAN report

- ✓ Who you are
- ✓ Conditions
- ✓ Actions
- ✓ Needs
- Establish Command





Head on a swivel



Effective Command

- SA Switch to "ON"
- Stay calm
- Command Presence
- Benchmarks / tools
- Train, train, train
- When in Command, COMMAND

