	T R A V I S C O U N T Y E S D #5 **MANCHACA FIRE RESCUE** Department Policy	**G101**	
	Authorized by: *[signature]* Fire Chief Chris Barron	**Effective:**	2/24/2021
		Rescinds:	
	Level of Response	**Reference:**	
		Application:	Operations Members

I.   Purpose

This document is designed to established expectations for emergency and non-emergency response by operations personnel. Additionally, this document defines the typical response plans for various call types in the District and for Auto Aid response.

II.   Background

All operations personnel should have a basic understanding of the expectations for turnout and response to a variety of call types. Crews should also have a basic understanding of the resources dispatched on a variety of calls for incidents inside ESD5 as well as within the City of Austin (our primary auto-aid partner).

III.   Policy

A.   **Readiness for response.** All crewmembers shall be ready for response at the beginning of their shift by having their appearance, uniform, PPE, and riding position in a state that is ready for an efficient response. A state of readiness shall be maintained throughout the shift. Officers shall confirm that the company is statused properly and crews have at least two means of alerting available to them when not assigned to an incident (station alerting, Active 911, radio monitoring, MDC, or in special circumstances by cell phone).

B.   **Initiation of response.** When alerted to respond to an incident, the company should initiate their response without delay. This applies to emergency response incidents as well as non-emergency response requests from Dispatch, a Chief Officer, or a direct request from the public.

1.   **Chute time.** Chute time is the period of time between receiving a notification to respond and the apparatus status changing to responding. While this status change is a manual input from the officer, it should reasonably correspond with the time the apparatus begins continuous travel to the incident. It is the department's goal to maintain a chute time under 60 seconds for medical response and under 80 seconds for fire response. Dispatchers will check on an apparatus' status if it is unchanged 110 seconds after dispatch.

2. **Exception.** A delay may occur to a response if there is specific direction from the requestor to would indicate a specific time to initiate the response (i.e., relieve ENG1102 at 1700 hrs for a fire watch assignment).

C. **Delays to response.** Certain activities necessary to the business needs of the department may necessitate a delay in response (i.e., certain training evolutions, some minor maintenance work to an apparatus, or activities that place the crew some distance from the apparatus). Delays from 1 to 3 minutes can be placed on a unit via MDC.

1. **Delay versus Out of Service.** If an activity would create a delay greater than 3 minutes, the Officer should consider altering the situation, if possible, to lessen the delay or place the unit Out of Service.

D. **Move-ups.** Any request to move up to cover another station shall be initiated without delay and treated as any other dispatched request for service.

E. **Mode of response.** A response may be code 1 (no lights or siren) or code 3 (lights and siren activated). The table 1 lists which responses are initiated as code 1. The Company Officer may use their discretion to upgrade or downgrade their response to any incident based on incident information and knowledge of the incident location. Officers should monitor incident information via MDC and over the radio to help determine if an upgrade or downgrade is appropriate. This is especially true of medical calls as changes in call priority from EMS will show up in the comments section of the MDC and not result in a call type change.

Table 1

Code 1 Call Types		
Priority 4 Medical Calls	Trash Fire	Public Assist
Priority 5 Medical Calls	Odor Investigation	Broken Water Pipe
Fire Alarm Activations	Smoke Investigation	Unsafe Cooking
CO Alarms (no symptoms)	Fireworks Investigation	FLOODB – Barricades
Spill ≤ 5 gallons	HazMat Investigation	

F. **Response Plans.** Response plans are the preprogrammed responses in CAD for which resources and capabilities are dispatched to a particular call. While most response plans have been standardized within the auto aid partners, there may be some small variations between jurisdictions. Table 3 lists the response plans for ESD5 as well as differences with AFD, our most common AA partner. Which apparatus is pick for a call will depend on its resource type and/or its capabilities.

1. **Resource type.** A resource type is the basic definition of an apparatus' designation. Resource types include Engine, Ladder, Rescue, Tender, Brush Truck, Battalion Chief, Scene Safety Unit, etc. An apparatus my carry several resource types (i.e., Engine and Tender), but will only be chosen for one of those types for a response (i.e., if CAD first picked E511 as an engine and then needed to select a tender, it would ignore E511 as a tender because it was already picked for the call as an engine).

2. **Capability.** A capability is the ability of an apparatus to perform a particular function. If we think of resource type as the basic designation of an apparatus, capabilities can be thought of as the tools that apparatus carries. Capabilities commonly used to select apparatus include rescue tools, CO meter, multi-gas meter, medical, aerial, and pump. If CAD is looking for multiple capabilities for a response plan, it will allow one apparatus to satisfy multiple capabilities (CAD is looking for the capabilities of medical and CO monitor for a CO call. Since E501 has both capabilities, it is the only apparatus chosen to respond).

3. **Additional resource requests.** Command may request additional resources at an incident by requesting specific units, upgrading the alarm, or requesting a strike team or task force. Typically, it is preferred to request an additional alarm rather than piecemeal additional resources into the incident. A task force is a grouping of 5 dissimilar resources with a common supervisor that work together at an incident. A strike team is a grouping of 5 similar resources under common supervision that work together at an incident. Command may request a strike team or task force of resources. These are more common at wildland incidents. Table 2 lists the three strike team/task force groupings that are preprogrammed in CAD.

Table 2

Strike Teams and Task Forces	
Brush Truck Strike Team	5 Brush Trucks, 1 BC
Engine Strike Team	5 Engines, 1 BC
WUI Task Force	4 Engines, 1 Aerial, 1 BC

When dispatched to a wildland incident, the officer should check the MDC comments to see if they are being dispatched as part of a strike team or task force. The information should include the list of units and the ID of the task force/strike team leader, a rally location, and a radio channel. If no radio channel is listed, a strike team or task force should respond and communicate on the alternate tactical channel.

Table 3

ESD5 and AFD Response Plans		
Legend of Abbreviations		

Resource Types		Capabilities	Jurisdiction
E = Engine BC = Battalion	ARF1 = ARFF Chief	[RSQ] = Rescue Tools	$_{05}$ = ESD5 unit
L = Ladder BCSO = AFD Bat6	ARF2 = ARFF Capt.	[MED] = Medical	$_{AA}$ = Auto Aid Unit
R = Rescue DC = AFD Shift Command	EH = AFD HM Engine	[MGM] = Multi-Gas	$_{ESD}$ = ESD Unit
T = Tender SC = AFD Safety Chief	PMP = Pump Apparatus	[CO] = CO Monitor	
BT = Brush CPT = Capt. Apparatus (LQR)		[TAC] = Tac Channel	C1 = Code 1 Call Type

Call Type			ESD5 Plan	AFD Plan
MEDICAL	Medical Pri 1-3		$[MED_{AA}]$	same
	Medical Pri 4-5	C1	$[MED_{05}]$	same
	Burn Pri 1		L_{AA}, $3E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+[MGM]
	Burn Pri 1 w/Cardiac		L_{AA}, $3E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+[MGM]
	Toxic Exposure Pri 1		E, MGM_{ESD}	E, R
	Toxic Exposure Pri 1 w/Cardiac		E, MGM_{ESD}	E, R
	Traffic Accident		E, SS	same
	Traffic Injury		E, SS, $[MED_{AA}]$	same
ALARM - Fire Alarm		C1	E_{05}	same
ALARMH - Fire Alarm HIRISE		C1	L_{AA}, E_{AA}, [TAC]	same
ALARMM - Fire Alarm MIDRISE		C1	L_{AA}, E_{AA}, [TAC]	same
ALERT3 - Aircraft Down			AFR1, AFR2, L_{AA}, CPT_{AA}, $4E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+2R, SC
↳ 2nd Alarm			$2L_{AA}$, $4E_{AA}$	+R, BC, DC
ATTACK - Active Attack			L_{AA}, $2E_{AA}$, R_{00}, BC_{05}, BC_{00}, [TAC]	same
↳ 2nd Alarm			L_{AA}, $2E_{AA}$, BC_{AA}, SC_{00}	same
AUTO - Auto Fire			E	same
BBQ - Unsafe Cooking		C1	E_{05}	same
BEE - Bee Swarm/Attack			E	same
BOX - Structure Fire [Wet]			L_{AA}, CPT_{AA}, $4E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+R, SC
↳ 2nd Alarm			$2L_{AA}$, $4E_{AA}$	+R, BC, DC
BOX – Structure Fire [Dry]			L_{AA}, CPT_{AA}, $4E_{AA}$, BC_{05}, BC_{AA}, T_{05}, [TAC]	+R, SC
↳ 2nd Alarm			$2L_{AA}$, $4E_{AA}$	+R, BC, DC
BOXHI - HIRISE Fire			$3L_{AA}$, $4E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+R, SC
↳ 2nd Alarm			$3L_{AA}$, $8E_{AA}$	+R, 2BC, DC
BOXL - Light Box Alarm [Wet]			L_{AA}, $3E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+[MGM]

BOXL - Light Box Alarm [Dry]		L_{AA}, $3E_{AA}$, BC_{05}, BC_{AA}, T_{05}, [TAC]	+[MGM]
BOXMID - MIDRISE Fire		$3L_{AA}$, $4E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+R, SC
↳ 2nd Alarm		$3L_{AA}$, $8E_{AA}$	+R, 2BC, DC
BOXS - Still Box Alarm		L_{AA}, E_{AA}	same
BRSHL - Brush Light		BT_{AA}, E, BC_{05}, [BC00]	E, BC
BRUSH - Brush Fire		$3BT_{AA}$, L_{AA}, $2E_{AA}$, BC_{05}, BC_{AA}, T_{05}, [TAC]	-T
↳ 2nd Alarm		$2BT_{AA}$, $2E_{AA}$, DC, SC	same
BWP - Broken Water Pipe	C1	E_{05}	same
CO - Carbon Monoxide Alarm	C1	CO_{05}	same
COEMS - Carbon Monoxide w/EMS		$[MED_{AA}]$, $[CO_{AA}]$	same
DUMP - Dumpster Fire		E	same
ELEC - Electric Fire		E	same
FLOODA - Flood Assist		E	same
FLOODB - Flood Barricade	C1	E_{05}	BT_{00}
FW - Fireworks Investigation	C1	E_{05}	same
GRASS - Small Grass Fire		E	same
HC - Hazardous Condition		E, MGM_{ESD}	E, R
HMI - HazMat Investigation	C1	PMP_{05}, BC_{05}	R
HMTF - HazMat Task Force		R_{00}, EH_{00}, E_{AA}, L_{AA}, E_{05}, BC_{05}, BCSO, [TAC]	R, EH, E, BCSO
↳ 2nd Alarm		R_{00}, EH_{00}	same
ODOR - Odor Investigation	C1	E_{05}	same
PKG - Auto in Parking Garage		L_{AA}, $3E_{AA}$, BC_{05}, BC_{AA}, [TAC]	+[MGM]
PS - Elevator/Person Stuck		L_{AA}, E_{AA}, [TAC]	same
PS - Public Assist	C1	E_{05}	same
RESQC - Rescue Condition		CPT_{AA}, E_{AA}	same
RESQT - Rescue Task Force		R_{00}, EH_{00}, E_{AA}, L_{AA}, E_{05}, BC_{05}, BCSO, [TAC]	+R
↳ 2nd Alarm		R_{00}, EH_{00}	same
RESQV - Vehicle Rescue		E, SS, $[MED_{AA}]$, $[2RSQ_{AA}]$, BC_{05}, BC_{00}, [TAC]	+R
↳ 2nd Alarm		$2E_{AA}$, $2RSQ_{AA}$, BC_{AA}	+L, R, DC, SC, BCSO
SMOKE - Smoke Investigation	C1	E_{05}	same
SPILL - Liquid ≤ 5 Gallons	C1	E_{05}	same
TRASH - Trash Fire	C1	PMP_{05}	same

UNK - Unknown Condition	E_{05}	same
UNLOCK - Vehicle or Building	[MED_{AA}]	same
WARC - Wires Arcing	E	same
WDOWN - Wires Down	E	same
WRESQT - Water Rescue TF	R_{00}, EH_{00}, E_{AA}, L_{AA}, BC_{05}, BCSO, [TAC]	same
⮩ 2nd Alarm	R_{00}, EH_{00}	same