

SECTION
5 SUPPORT UTILITY
SCENE EVALUATION



Los Angeles Fire Department
Support Service Volunteer Unit

Section 5 Scene Evaluation



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Incident size-up of rehab and other support services will vary depending upon the incident needs. The examples listed in this chapter should be used as a guide to the services and different placement options that can be provided by Los Angeles Fire Department support apparatus, on a variety of incidents.

When determining the proper placement and location of rehab areas there are many factors that should be looked at before selection of a rehab area. For many firefighter and commanders it may be “just set it up over there”, vs. looking at all the options such as parking lots, parks, shaded area, traffic flow in the area, and other factors that may come into play in selecting the right location for a rehab area.



Incident Size

Over the years the LAFD has provided basic rehab/hydration on battalion/company level. Coolers with sports drink was carried on each battalion suburban. This gives the Department the ability to provide needed rehab at a small incident that does not require a Rehab Air Tender to respond. Then the Support Utilities were developed to provide rehab and logistics support. Now it's up to a Rehab Air Tender, Support Utility and during high fire danger, a hydration unit (HU) plug buggy with coolers, may be on stand-by at Fire Station 83, 89. & 59's



Rest After a Knock-Down For a firefighter, rest may be sitting on the tail board of an engine, sitting on the curb, or even kneeling may not seem like a lot of rest, but it will reduce the amount of cardiovascular stress vs. standing or walking around. Even though the best type of rest in rehab is without turnout and protective gear, it may be unsafe to do this near the incident. If possible and it is safe, firefighters should remove their helmets and turnout coats for more efficient cooling. The crew should try to rest and rehydrate every 10 to 20 minutes.



Need for Hydration Something that has become a concern around the country is that a firefighter may be consuming too much fluid and drinking it too rapidly, then returning to strenuous activities on a small incident. Drinking too much fluid in this setting could result in bloating, nausea and vomiting. It is important to restrict the amount of water and sports drink for the initial rehab of a company if the firefighters will be returning to strenuous activities such as firefighting or overhaul. It is important to restrict the fluid intake from 8 to 12 ounces of water or sports drink after 15 to 20 minutes of very intensive work.

SUGGESTED TIME INTERVAL FOR HYDRATION	
TYPE OF INCIDENT	INTERVAL BETWEEN HYDRATION
Structure Fire Approximately	Every 20 minutes
Brush, Grass or Wildland Fire Approximately	Every 20 minutes
Hazmat Incident Approximately	Every 15-30 minutes
Major Medical Incident Approximately	Every 20-30 minutes



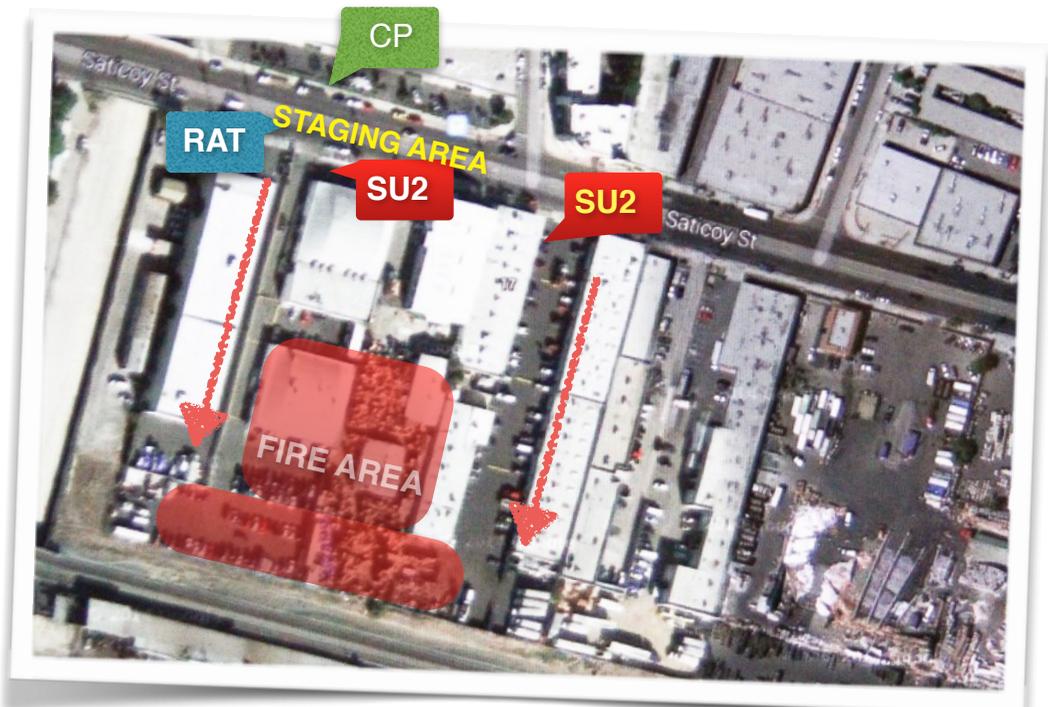
Evaluating Rehab Services

Review with the Incident Commander

the location that the main or base Rehab Area should be setup. Remember that a smaller Rehab Area may be setup close to the incident for hydration. The Rehab Area should be a safe distance away from an active incident. (Normally 200-feet is a minimum for setting up command and support services). Evaluate the needs and services that the Rehab Area will be providing, also review the number of emergency service personnel, and projected duration of the Rehab Area to be setup in this location.

Ask Three Questions:

1. The estimated number of firefighters and emergency workers that will be needing rehab. On a smaller incident, only a handful of firefighters will be needing rehab at a time. On a larger incident, the rehab area may be hit with a large number of firefighters needing rehab all at once.
2. The projected duration of the incident. Will there be time to request a Rehab Air Tender or Support Utility? Or will the battalion resources need to provide hydration.
3. What is the staffing for the incident? (Will additional volunteers be needed?) Will the initial response be staying for a quick overhaul, or will resources be rotated thru the rehab area, and then released? Will fresh companies be assigned to assist with fire control, overhaul and mop-up, or will there be a fire watch?



Choosing a Rehab Area

One of the most important things that must be determined is the location of the initial rehab area, and supporting additional rehab areas that may be needed to support a large operation. In most cases, the initial rehab area will be close to the IC/CP and/or Staging Area so that resources will be able to get briefings before and after entering the affected area. On larger operations, a Rehab Air Tender or Support Utility may set up a rehab area with air fill and rehab in front and in the rear of an affected building. The lobby and forward staging area/rehab area on a high rise fire will need to be supported by firefighters not volunteers. What support will they need? The Rehab Group Leader should work closely with the Command Post to determine the number and types of rehab areas needed and the best location, staffing and duration for each area.



Types of Rehab Areas

Different incidents require different rehab areas. As

the incident develops the size and type of rehab area may change to meet the incident needs.

1. Main Rehab Area (Base)
2. Initial Rehab Area
3. Staging Area
4. Satellite Rehab Area
5. Hazmat Cool Area or Zone (Hazmat Incident)
6. Function Rehab Area
7. Mobile Rehab Service
8. Lobby Rehab Area (High Rise Fire)
9. Forward Staging Area (High Rise Fire)
10. Staging Area (High Rise)

Types of Rehab Areas



1. Main Rehab Area (Base)

This area should be located way from the effected area, so the firefighter can remove Personal Protection Equipment (PPE), exchange breathing air bottles, rest and have medical exam if needed. This location should provide shade and protection from the elements, along with misting fans and cooling areas if the incident is going for a long period of time. This will be the first Rehab Air Tender should it be assigned to setup. The location may serve as a coordination point for the Rehab Group Leader and other extended rehab and firefighter medical services.

Types of Rehab Areas



2. Initial Rehab Area

The initial rehab area may be set up with coolers from an Support Utility or support vehicle. This may be the only rehab area needed for a small incident with a short duration, or set up prior to a Rehab Air Tender arriving on scene.

Types of Rehab Areas



3. Staging Area

The resource Staging Area may also include a Rehab Area for hydration and limited snacks, so personnel can prepare for deployment or reassignment. This area may need two to three coolers with drinks and some resupply during the day. On extended operation an EZ-Up shelter and some folding chairs may also be setup for personnel awaiting assignment.

Types of Rehab Areas



4. Satellite Rehab Areas

Satellite rehabilitation can be setup in the front or rear of the affected building or in a staging area. This location will provide rehydration and limited snacks for quick replenishment.

Types of Rehab Areas



5. Hazmat Cool Area/Zones

Rehab support for hazmat is provided after the decontamination point. Fire Department hazmat crews can become very dehydrated when working in environmental suits and need to have a large supply of sports drink and water available. Rehab services including hot and cold beverages can be provided to the evacuees after decontamination.

Types of Rehab Areas



6. Function Rehab Area

Rehab setup for a Unit or Function such as at the Command Post, Briefing Area, Evacuation Center, Medical Unit, Helipport, Logistics Ground Support, etc. may be needed to keep workers hydrated. These areas may require a small rehab setup with a cooler or drop kit and some snack food for a short duration.

Types of Rehab Areas



7. Mobile Rehab Service

Mobile rehab service is provided with plug buggies or vans. The vehicles are loaded with coolers full of iced down bottled water and sports drink for rehydration, snack food and meals when available. These vehicles are normally staffed with volunteers and a firefighter when available. The vehicles drive to given locations where firefighters are assigned and provide rehab services. On larger brush fires the mobile rehab units may be escorted by a brush patrol if available.

Types of Rehab Areas



8. Lobby Rehab Area (High Rise Fire)

Coolers and extra hydration supplies should be maintained at the entry of each stairway and at the main access “Lobby” level. Crews that are about to start up to the forward staging area should be encouraged to hydrate prior to and during the climb as needed.

Types of Rehab Areas



9. Forward Staging Area (High Rise Fire)

Normally setup 2 floors under the affected fire floor. Rehydration supplies are need for the large number of firefighters required to perform fire fighting in a high rise emergency. A 3 to 1 ratio is calculated for each fire fighting task. In some circumstances the building elevators may be used to move supplies to the forward staging area approved. Extra air bottles, forcible entry equipment, and other fire fighting equipment is staged on this floor.

Types of Rehab Areas



10. Staging Area (High Rise)

On high rise fires the Main Staging Area, Rehab Area, Air fill Station and Command Post is located a minimum of 200' away from the affected high rise building. This will provide a safe area from falling glass and debris. If the fire is on high floors a longer distance maybe required.

Supplies are shuttled to lobby control via gurneys and hand trucks. These supplies should be moved by firefighters into the building. Volunteers are not allowed to move supplies within 200' of the building.

PPE's such as helmet, brush jackets and safety glasses are required for volunteer staff working on high rise fire incidents.

On many High Rise Fires you may get request for a large amount of coolers. They may be placed on every other floor in the stairways for quick rehab.

Rehab Area Location



The placement of rehab apparatus will vary from incident to incident, the basic interaction between the different apparatus and services they provide can be planned. The basic services for a wide range of incidents are described in the remainder of this chapter.

Basic Rehab Services

Secondary response to a small fire starts with a Battalion Chief or other front line apparatus that may carry a cooler filled with bottled water. A Rescue Ambulance is automatically dispatched to all second alarm incident. This team will assist with evaluating firefighters in the rehab area. Firefighters may relax under trees, on lawns or in their vehicles.

Volunteer Hydration Units (a plug biggie with a couple of coolers of cold drinks) are staff on high temperature days. These vehicles can fill the immediate need for rehab on small incidents.

Rehab Area Location



Downtown Incidents with Emergency Air 1

On small structure fires downtown Metro Dispatch may dispatch Emergency Air 1 to fill bottles. Emergency Air 1 carries two coolers with between 20 to 30 drinks in each cooler. The rehab area should be located on the curb side of the EAI and keep the firefighters on the safe side of the apparatus. The awning from EAI can be extended to provide cover for the rehab area. The bottle exchange should be done on the same side as the rehab area. If the incident is larger than one to two task force units and the duration is over two hours a Support Utility should be dispatched to the incident.

Rehab Area Location



One Rehab Area

For smaller incidents Emergency Air 1 can be utilized to provide SCBA bottle exchange. The Rehab Air Tender will provide rehab services. Place the two vehicles next to each other with room to extend one or both awning to provide a sheltered work area. If Emergency Air is filling bottles setup the Rehab Area on the other side of the Rehab Air Tender. This will provide a sound barrier between the two vehicles. The bottle exchange will be made on the other side. Place an cooler with drinks on the exchange side so that firefighter can exchange a SCBA bottle and pickup a drink at the same time. Have the EAI crew only exchange bottles from the side between the two vehicles. Have a member of the Rehab Air Tender maintain the rehab supplies on both sides of the vehicle. This will allow the EA crew to work without interruption.

Incident using EA 1 and Rehab Air Tender

On incidents that have both Emergency Air 1 and a Rehab Air Tender assigned the Rehab Area can be setup in two ways:

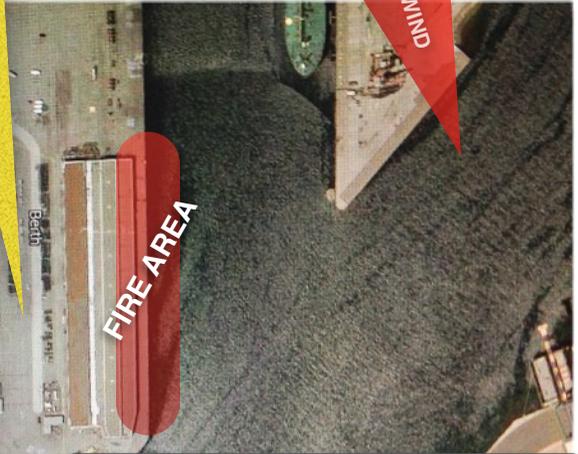
1. EAI next to the Rehab Air Tender.
2. EAI at one location and the Rehab Air Tender at another.

The size and scope of the incident will determine the best way to setup the Rehab Areas.

Second Rehab Area



Rehab Area Location



Main Rehab Area
Emergency Air
Command Post
Briefing Area
Logistics Section

Two Rehab Areas

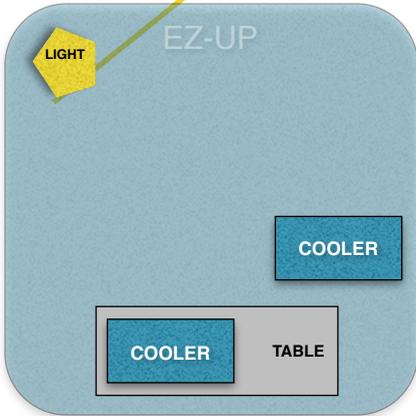
On incidents that require two Rehab Areas or if the Incident Commander determines that

Emergency Air I is not in a position that will not work with the incident Rehab Area, two Rehab Areas may be setup. The radio designator for “Rehab” should be used with the Rehab Air Tender. This will be your main Rehab Area. “Emergency Air” or “Air Fill” should be used by the EA I location. The Rehab Air Tender may need to drop additional coolers with Emergency Air I prior to setting up at the other location. Support Utility can shuttle supplies between the two locations if needed. The Support Utility can setup at either location or in place of a Rehab Air Tender depending upon the Incident needs.

Rehab Area Location

REHAB AIR TENDER

200' POWER CABLE



RAT Rehab Area

Review setting up a separate Rehab Area away from the tender if the noise from the compressor affects the Rehab Area. Use an EZ-Up shelter with folding table to setup the basic area. Coolers can be placed on the table along with coffee airpots and condiment trays. Run a power reel line 200 feet from the tender to the EZ-Up if power is needed for lighting. The same setup can be used for a remote or satellite Rehab Area.



Special Incident Set-Ups



Most of the time we deal with structure fires. Simple events that do not have a lot of setup or planning required. Special incident in this case and brush and grass fires that have companies spread out all over the place. and we get on a regular basis. Hazardous Material incidents that are normally a long term incident that may include a large evacuation area.

High Rise Fires, require a lot of firefighters and area very taxing on rehab. We will not be involved with running the inside staging/rehab area but we will support it with supplies and equipment.

BRUSH AND GRASS FIRE SET-UP



Brush and grass fires are common in Los Angeles. The “fire session” starts early with small “terrain driven” grass fires in April-May, and work into Santa Anna Wind driven conflagrations in October and November. The Los Angeles Fire Department has the attitude to “Hit it Hard and Fast.... Before it takes off!” A lot of resources are committed to brush and grass fires. Early in

the session the incident may have a large assignment that knocks down the fire quick and the resources release quickly with a small number of companies left to mop-up.

The standard order of 4 Los Angeles County Camp Crews or Hand Crews are normal for a brush incident. Each crew has 15 to 16 people and will need to cold trail around the entire fire. This will take some time. Consider leaving drinks and snack food behind if the Rehab Air Tender or Support Utility needs to be released. Remember that a crew needs to stay with the apparatus. The Incident Commander will not be able to leave the vehicle unattended like the old Rehab Utilities.

BRUSH AND GRASS FIRE SET-UP

The on brush fires mobile rehab units need to cover the following areas:



- ◆ Structure Protection Strike Teams
- ◆ Hand and Camp Crews returning from cold trailing
- ◆ Mop-up resources
- ◆ Dozer Companies
- ◆ Heliport and Heli-tender Crews
- ◆ Helicopter Pilots and Crew
- ◆ Road Block and Highway resources (if supplies are available)

Coordination units should utilize the Wildland Operation Guide maps to get a better idea

of the area affected. These maps may be reproduced and given to the rehab crews for navigating through the affected area.

Setup a Rehab Coordination Area near the Incident Command Post to provide obtain locations of strike teams, hand crews, and structure protection companies and to provide coordination between Division Commanders and the Rehab Section Leader.

BRUSH AND GRASS FIRE SET-UP



Shad and hydration are the main services provided a most basic Rehab Areas. When high temperatures and low humidity become a factor, the Rehab Utility cooling fans maybe setup to provide a misting/cooling area. Unlike structure fires, formal medical exams may not be required for a brush cooling area. It is wise to have EMIT's stationed in the rehab cooling area to watch for signs of heat exhaustion and heat stroke.

On smaller brush fires the restroom facilities on the Rehab Air Tenders maybe needed when setup in remote locations away from facilities. Equipment and backup supplies should be removed from the restroom upon arrival. The restroom may remain locked so the rehab crew knows when the restroom to be serviced.

BRUSH AND GRASS FIRE SET-UP



Mobile Rehab and Food Dispensers

As the incident grows, the need for additional rehab units will also grow. Rehab resources should be added to the incident as soon as possible. The use of Department plug buggies and vans can be equipped to fill this roll. In addition, the two Support Utilities that are stationed at Supply and Maintenance are staffed by the Volunteer Unit. The Volunteer Unit can also load and staff



BRUSH AND GRASS FIRE SET-UP



Mobile Rehab Unit

On incidents that require large number of fire resources to be spread out over a large geographical area mobile rehab or feeding may be required. The vehicles are equipped with cooler loaded with bottled water, sports drinks, snack food and beverage drop kits.

The mobile rehab units are designed to drive into an effected area or protection areas that may need rehab services. The areas covered by the rehab units are coordinated with the Incident Command Post so the vehicle will not be in an active fireground area. When available brush patrol units should be assigned to accompany the mobile rehab units providing additional protection and staffing.

A coordinated effort for mobile feeding should be used to distribute meals to fire fighters working in the field. This will enable companies to remain in the field or release from the incident without spending time at the Incident Command Post or Incident Base.

In cases that firefighters and hand crews will remain in the field for a long periods or will not be able to receive rehab from mobile rehab unit, a Beverage Drop Kit can be left for the company or crew. This kit will provide hydration and snacks in a container that will not need to be returned.

BRUSH AND GRASS FIRE SET-UP



Apparatus Placement on Brush Fire Incidents

The main Rehab Area is normally located at the Base of operation. On smaller incident this may be close to the Command Post so that companies leaving and fresh companies arriving can be briefed and stage for assignment.



BRUSH AND GRASS FIRE SET-UP



BASIC BRUSH REHAB AREA – BASE OF OPERATION

Emergency Air I should not be used on this type of incident. They do not have the proper equipment to handle brush fires.

The Rehab Air Tender should not leave the main road (no dirt fire roads). This may interfere with the air handling and filter system of SCBA bottle fill. Avoid placing bottled water and sport drink in trash cans. This can lead to a high bacteria count and case of dysentery has been reported from other departments using this method.

Hazmat & Mass Decontamination Incidents



When dealing with mass decontamination the Rehab Area should be setup in the cold zone after the decontamination area. The Rehab Area is setup near the command post and hazmat control area. The Rehab Air Tender should be placed so the restroom can be used as a dressing room so the hazmat crew can suit up in needed. A Rehab Area with hot liquids should be setup on the victim's side of the incident. This will allow people that have been decontaminated to get some hot drinks before going to the holding area. The other side of the Rehab Air Tender should be setup for fire department rehab. This area should also have hot drinks available. In large incident (if time allows) a second Rehab Area can be setup in the holding area. If a large need for holding area rehab exists, setup the Rehab Air Tender in the holding area and use Emergency Air 1 (EA1) for fire department/hazmat rehab area along with air fill for the special SCBA tanks used by the hazmat crews.

MTA buses may be ordered to provide a protected area for people who have been decontaminated. An auxiliary building such as recreation center or school may also be used as a holding area for people to wait for registration or additional instructions. MTA Buses will be needed to transport people to this site. Extra trash bags from the Rehab Air Tender and Support Utility will be needed for personal belongings.

Hazmat & Mass Decontamination Incidents

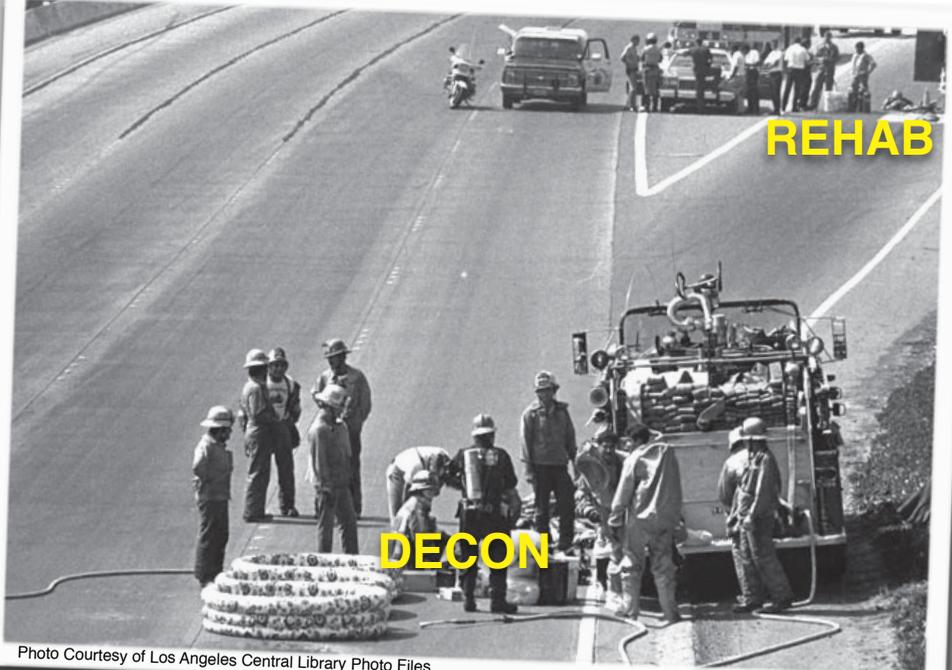


Photo Courtesy of Los Angeles Central Library Photo Files

Warm and Hot Zones

On many hazmat situations coolers with drinks may be needed in the warm or hot zone. The first choice for coolers to be sent into these zones should be the drop kit bucket, boxes or Styrofoam coolers. These items can be disposed of on-site when they are finished being used. **DO NOT** reuse equipment that has been used by the Hazmat team without decontamination when you get back to Supply and Maintenance.

Volunteers should not go into a warm or hot zone to deliver any rehab supplies or equipment. This job is for firefighters in proper protective gear, that have more experience in handling these matters than our volunteers. If supplies are requested, you should prepare them and follow the instructions given to you for delivery.

REMEMBER volunteers work in safe areas only. We are not firefighters and we should not be in a warm and hot zone.

Hazmat & Mass Decontamination Incidents



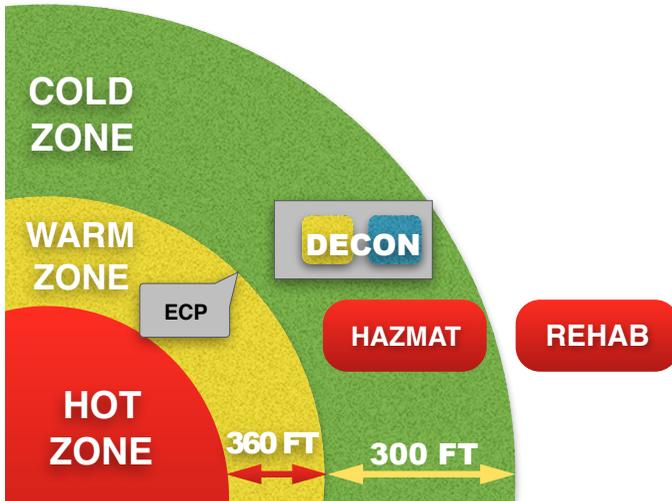
Photo Courtesy of Los Angeles Central Library Photo Files

Civilian Decon

If Support Service volunteers assisting with civilian decontamination, the areas that the crew and apparatus may be used should be setting up changing or decon rooms with EZ-up shelters and walls. A request for plastic trash bags, so that people can put their decontaminated clothing and belongings in is also common.

It is VARY important that all beverage and drinks are handed to the individual from a rehab member that is gloved up. **DO NOT LET MEMBERS STICK THEIR HANDS DIRECTLY INTO THE COOLER.** This could contaminate the entire cooler of drinks and the ice. If it happens pull the cooler aside, drain and clean all drinks with sanitizer then sanitize the cooler with bleach, then rinse it out with large amounts of water. The cooler should air dry before allowing it to be used.

Hazmat & Mass Decontamination Incidents



Hazardous Materials operations are set up in three ZONES. The most hazardous area with the concentration of chemicals is called the HOT ZONE . In many cases the Hot Zone will require protective suits and breathing apparatus. The next zone is the WARM ZONE/Decontamination Zone that requires less protection but still requires protective entry suits, breathing apparatus and decontamination when leaving. The safe or support area called the COLD ZONE .

The WARM ZONE is another 60 - feet or more away from the Hot Zone. The point of entry between zones is called the **ECP = Entry/Exit Control Point**, is used by rescue and decontamination personnel to enter and exit the site and is a decontamination area. You should stay with the rig in the staging area. **DO NOT WANDER AROUND THE SITE .**

When responding to a Hazmat incident follow the traffic plan to the Staging Area. You should always park in a safe area up-wind and up-hill. The staging area will be a safe distance away from the incident. Stay at least 360 - feet away from the incident without Personal Protective Equipment PPE, and observe the wind and plume direction if present. Most incident set up the COLD ZONE 300 - feet away from the affected building or container.

Hazmat & Mass Decontamination Incidents



You should use a the drop boxes or Styrofoam coolers. These items can be disposed of on-site when they are finished being used. DO NOT reuse equipment that has been used by the Hazmat team without decontamination when you get back to Supply and Maintenance.

Volunteers should not go into a warm or hot zone to deliver any rehab supplies or equipment. This job is for for firefighters in proper protective gear, that have more experience in handling these matters then our volunteers. If supplies are requested, you should prepare them and follow the instructions given to you for delivery.

REMEMBER volunteers work in safe areas only. We are not firefighters and we should not be in a warm and hot zone.

Hazmat & Mass Decontamination Incidents

HAZMAT INCIDENT DO

- DO consider it a "Big Deal"!
- DO establish the Rehab Area
- DO report your location
- DO designate a safe area
- DO stay upwind, uphill, & away from the material
- DO recognize your limitations
- DO request assistance early!
- DO prioritize for safety
- DO wear proper protective clothing
- DO coordinate & communicate with support staff
- DO anticipate change
- DO develop alternate support plans
- DO DECONTAMINATE before demobilizing!
- DO be aware of changes in the surroundings
- DO practice on the "small" ones!!
- DO

HAZMAT INCIDENT DON'T

- DON'T allow yourself to be coaxed into a bad situation
- DON'T allow yourself to be lulled into a false sense of security
- DON'T drive through spills or clouds
- DON'T touch it!
- DON'T breath it!
- DON'T taste it!
- DON'T act without a plan
- DON'T lose sight of your objective
- DON'T act on emotion
- DON'T become part of the problem!
- DON'T take contaminated material home with you!!!
- DON'T wonder around the incidents
- DON'T

Hazmat & Mass Decontamination Incidents

Hazardous Materials Incident Checklist

When responding to a Hazardous Materials Incident you should use the following checklist to make sure all safety procedures are followed to keep you and the rest of the team safe.

- | | | |
|--|---|---|
| <p>Are you:</p> <ul style="list-style-type: none"><input type="checkbox"/> Up-Wind?<input type="checkbox"/> Up-Grade?<input type="checkbox"/> In a safe location? | <p>The hazmat team is doing:</p> | <ul style="list-style-type: none"><input type="checkbox"/> Rescue?<input type="checkbox"/> Medical Treatment?<input type="checkbox"/> Decontamination?<input type="checkbox"/> Containment?<input type="checkbox"/> Evacuation? |
| <p>Have You:</p> <ul style="list-style-type: none"><input type="checkbox"/> Isolated the area way from the hot zone?<input type="checkbox"/> Reported on conditions?<input type="checkbox"/> Protected your people?<input type="checkbox"/> Given directions to incoming support units?<input type="checkbox"/> Requested assistance? | <p>Is the CP:</p> | <ul style="list-style-type: none"><input type="checkbox"/> Modifying conditions?<input type="checkbox"/> Command and control?<input type="checkbox"/> Stand-by?<input type="checkbox"/> Alternative plans?<input type="checkbox"/> Extended operations? |
| <p>Can you identify the real problem:</p> <ul style="list-style-type: none"><input type="checkbox"/> Fire?<input type="checkbox"/> Liquid or solid spill?<input type="checkbox"/> Vapor release?<input type="checkbox"/> Container leak?<input type="checkbox"/> Potential BLEVE? | | |
| <p>Can you determine the risk:</p> <ul style="list-style-type: none"><input type="checkbox"/> People?<input type="checkbox"/> Environment?<input type="checkbox"/> Property? | | |

Notes

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Los Angeles Fire Department Support Service Volunteer Unit



Support Utility Handbook
Section 5 Scene Evaluation
Student Workbook