RTF-4 ACTIVATION CHECKLIST

**INCIDENT** IC REQUESTS RTF RESPONSE

RTF-4 DISPATCH 45 MINUTE TO RALLY POINT

ROLL CALL, ENR ON TRAVEL CHANNEL

**ESTABLISH KEY POSITIONS** 

CONFIRM GPS FORMAT AND DATUM (USNG/WGS84)

REQUEST ADDITIONAL NEEDS SELF SUFFICIENT FOR MIN 24 HRS

ADVANCE TEAM DEPART EARLY (IF NEEDED) TO MEET WITH IC AND GATHER INFO

[ATFL, ASO, SM, RM, TSS-2]

TRAVEL FUEL PLAN AND MONEY

ROUTE PLAN AND STOPS RADIO TRAVEL FREQUENCY

ARRIVAL SET UP BASE OF OPERATIONS (BoO)

CHECK EQUIPMENT

PREP FOR SEARCH / RESCUE OR NEXT OP PERIOD

SEARCH TEAM MGR DEPLOY RECON TEAM IMMEDIATELY UPON ARRIVAL TO DESIGNATED AREA

TIME STAMP OPERATION (5-15 MIN) PREP FOR PRIMARY AND SECONDARY

STAGE TECH SEARCH TEAMS

UPDATE MAP AS SEARCH DEVELOPS / PREPARES DAILY ACTIVITY REPORT FOR BASE

**RESCUE TEAM MGR** STAGE RESCUE TEAMS (REASSIGN TO SEARCH IF MORE TEAMS ARE NEEDED)

RECON VISUAL ONLY = NO CONTACT MADE

"RECON" RADIO DESIGNATOR

1-TSS (TECHNICAL SEARCH SPECIALIST) W/ GPS AND NOTE PAD 1-TSS (TECHNICAL SEARCH SPECIALIST) W/ 4 GAS DETECTOR & I-PAD

# (HAILING AND LOOKING IN STRUCTURES IS NOT RECON, ITS PRIMARY SEARCH)

USE VEHICLE IF AVAILABLE

- TIME STAMP ON OPERATION (5-15 MIN) 2 TEAMS IF NEEDED FOR LARGE SCALE INCIDENT
- MAP ENTIRE OPERATIONAL AREA
- NOTE ALL HAZARDS, BUILDING TYPE AND DAMAGE, VICTIMS (SEEN OR HEARD)
- NOTE LOCATION OF HIGHEST PRIORITY TARGETS
- MARK BUILDINGS (A,B,C...) OR PLOT WITH GPS, TAKE NOTES ON GPS WAYPOINTS DURING RECON
- RETURN TO BoO, BRIEF TEAM ON OP AREA, DRAW MAP

PRIMARY SEARCH <u>DETECTION MODE = EXTERIOR SEARCH</u>

LABEL ALL SEARCH & RESCUE TEAMS BY COLOR: RED, BLU, GRN, ORG, YEL, PNK.

IF MORE NEEDED: "DOUBLE-RED, DOUBLE BLUE"

### PRIMARY SEARCH TEAM MEMBERS

1-TSS TECH SEARCH SPEC W/ GPS AND NOTE PAD
1-HM HAZ-MAT SPECIALIST W/ 4 GAS DETECTOR
1-DELSAR QUICK LISTEN WITH 1 SENSOR ON EXT
1-SEARCH CAM WINDOWS ROOFS VOIDS - EXT. ONLY
K-9 IF AVAILABLE, CAN BE SENT WITH RECON

- LOOKING FOR AT LEAST 1 VICTIM HIT IN EACH STRUCTURE/PILE, SECONDARY TEAM WILL FIND MORE
- WHEN FOUND, SEND IN SECONDARY SEARCH TEAM TO DEFINE LOC AND NUMBER OF VICTIMS
- MARK ALL STRUCTURES WITH POTENTIAL VICTIMS (V) TO HELP SECONDARY SEARCH

### SECONDARY SEARCH LOCATE MODE = INTERIOR SEARCH

## SECONDARY SEARCH MEMBERS

1-TSS TECH SEARCH SPEC W/ GPS AND NOTE PAD
1-HM HAZ-MAT SPECIALIST W/ 4 GAS DETECTOR
1-DELSAR DETAILED LISTEN WITH 1-6 SENSORS

1-SEARCH CAM ALL ROOMS AND VOID SPACES

2- CORING/BREACHING/SHORING

1-STRUCTURE SPECIALIST

K-9 IF AVAILABLE, CAN BE SENT WITH RECON

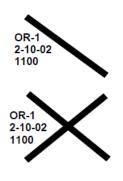
- CLEAR ALL ROOMS AND VOID SPACES/ THOROUGH AND SYSTEMATIC/ DEBRIS REMOVAL / LAYERING
- RELAY EXACT LOC AND RESCUE NEEDS TO SEARCH TEAM MGR.
- RESCUE TEAM MGR. WILL DEPLOY RESCUE TEAM TO LOC
- MUST USE SEARCH MARKINGS AT EVERY ENTRY POINT AND ROOM



#### US&R STRUCTURES SPECIALIST FOG DISASTER SITE REFERENCE DATA

### SEARCH ASSESSMENT MARKING

A separate and distinct marking system is necessary to denote information relating to the victim location determinations in the areas searched. This separate Search Assessment marking system is designed to be used in conjunction with the Structure and Hazards Evaluation marking system. The Canine Search Specialists, Technical Search Specialists, and/or Search Team Manager (or any other Task Force member performing the search function) will draw an "X" that is 2' X 2' in size with International Orange paint stick, lumber crayon or color spray paint (note that K9 may be adversely effected by the Fumes from Spray Paint). This X will be constructed in two operations - one slash drawn upon entry into the structure (or room, hallway, etc.) and a second crossing slash drawn upon exit.



Single slash drawn upon entry to a structure or area indicates search operations are currently in progress. Upon entering a building or a separate wing of a large building, add the Search Team I.D., Date and Time (24hr) of entry. (Next to main entry)

Note: OR-1 is used instead of OR-TF1 to save time. Also 1100 is used to abbreviate 1100hrs

Crossing slash is drawn as personnel exit from the structure or area.

Distinct markings will be made inside the remaining quadrants of the X to clearly denote the search status and findings at the time of this assessment. The marks will be made with carpenter chalk or lumber crayon. The following illustrations define the Search Assessment marks:

# US&R STRUCTURES SPECIALIST FOG DISASTER SITE REFERENCE DATA

### STRUCTURE/HAZARDS EVALUATION MARKING

The depiction of the various markings is as follows:











Low Risk for US&R Operations, with low probability of further collapse. Victims could be trapped by contents, or building could be completely pancaked or soft 1<sup>st</sup> story.

Medium Risk for US&R Ops, and structure is significantly damaged. May need shoring, bracing, removal, and/or monitoring of hazards. The structure may be partly collapsed

High Risk for US&R Ops, and may be subject to sudden collapse. Remote search operations may proceed at significant risk. If rescue operations are undertaken, significant and time-consuming mitigation should be done.

Arrow located next to a marking box indicates the direction to the lowest ris entrance to the structure, should the marking box need to be made remote vest risk from the indicated entrance.

Indicates that a Hazardous Material condition exists in or adjacent to the structure. Personnel may be in jeopardy. Consideration for operations should be made in conjunction with the Hazardous Materials Specialist. Type of hazard may also be noted.

1-23

# US&R STRUCTURES SPECIALIST FOG DISASTER SITE REFERENCE DATA

#### STRUCTURE/HAZARDS EVALUATION MARKING (cont.)

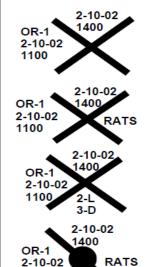
The TIME, DATE, and TF ID, are noted outside the box at the righthand side. This info is made with paint stick or lumber crayon. T paper (or cardboard), stick-on placards may need to be attached using duct tape to assure their positioning.



7/15/91 1310 hrs. HM - natural gas OR-TF1

#### US&R STRUCTURES SPECIALIST FOG DISASTER SITE REFERENCE DATA

### SEARCH ASSESSMENT MARKING (continued)



2-L

3-D

= Floors

or

No Entry

Q = Quadrants

1100

AFTER EXITING & DRAWING the 2nd SLASH, add the following INFO:

TOP QUADRANT - Time and date that the Search Team personnel left the structure

RIGHT QUADRANT - Personal hazards

**BOTTOM QUADRANT** - Number of live and dead victims still inside the structure. ["0" = no victims]

When the Recon Team leaves a structure WITHOUT completing the Search (aftershock, end of shift, etc), then the second slash WILL NOT be made. A Solid Circle is drawn at the mid-length of the First Slash, and Date/Time of Exit, Personal Hazards, & Victim Info will be filled in. Also indication of Quadrants or Floors completed should be added in a BOX below the X, or if the Bldg HAS NOT been entered (as in Hurricanes) mark

No Entry in the BOX.

#### US&R STRUCTURES SPECIALIST FOG **DISASTER SITE REFERENCE DATA**

# VICTIM LOCATION MARKING SYSTEM (cont.)



1

Make a large (2' x 2' ) "V" w/orange paint near the location of the known or potential victim. Mark the name of the search team as shown

An arrow may need to be painted next to "V" pointing towards the victims location is not immediately near where the "V" is painted. Show distance on arrow.



Paint a circle around the "V" when a potential victim has been Confirmed to be alive either visually, vocally, or by hearing sounds that would indicate a high probability of a victim. If more than one confirmed live victim, mark total number under the "V".



Paint a horizontal line through the middle of the "V" when a Confirmed victim is determined to be <u>deceased</u>. If more than one confirmed deceased victim, mark the total number under the "V". Use both live and deceased victim marking symbols when a combination of live and deceased victims are determined to be in the same location.



Paint an "X" through the **Confirmed** victim symbol after all victims have been removed from the specific location identified by the marking.

Paint new victim symbols next to additional victims that are later located near where the original victim(s) were removed. (assuming original symbol has been "X"ed out).