

# Firehouse.com WEEKLY DRILL

## DRILL # 29: INITIAL ON-SCENE REPORT

### Introduction

It has been said that “As goes the first minutes of an incident – so goes the rest of it.” This is why the first due company has to give an in-depth on-scene report. In essence, this report is painting a graphic picture for other responders to visualize what to expect upon arrival. This on-scene report has three basic components that the first-due company officers need to relay to other responders:

1. What do I have?
2. What am I doing?
3. What do I need?

### What Do I Have?

Every firefighter should be conducting their own size-up upon arrival. However, the first-due company officer not only has to conduct a size-up, but communicate it as well! This can be accomplished within a few seconds of arrival. Try to focus on the following items upon arrival and then relay this information in your on-scene report.

1. Building Size
2. Construction Type
3. Type of Occupancy
4. Smoke and Flames showing
  - a. from where?
  - b. how intense?
5. Amount of Involvement
6. Unusual Conditions and Hazards

### What Do I Need?

Just as important as letting other responders know what we have upon arrival is informing them as to the actions we are going to be taking. Remember, life safety is the top priority and may have an effect on this list.

1. Assuming Command
2. Advancing an Attack Line
3. Getting a Water Supply
4. Performing Search and Rescue
5. Conducting Ventilation Operations
6. Establishing a RIT Team



### What Do I Need?

This is not the time to get overwhelmed with all that is going on right now. Stay focused and finish strong. We have just informed the communications center (dispatcher) as to what we have encountered upon arriving at the incident. In addition, we have announced what our incident actions are going to be. The last bit of information we need to communicate is that of our needs. Depending on the size and nature of the incident, along with the actions already taken, there are going to be some areas that are going to need the attention of others upon their arrival. This list is only some of the needs of the first-arriving company.

1. Secured Radio Channel
2. Water Supply
3. Ventilation
4. Hurst Tool and Rescue Company
5. Hazardous Materials Response
6. RIT or FAST Team

With a little practice this type of on-scene reporting will become second nature in giving that all important information upon arrival: What do I have? What am I doing? What do I need? Like Mikey from the old Life cereal commercials, try it you'll like it!

*–Prepared by Russell Merrick*