








Bedroom Fire Sheet Fire Engineering Simulation

This is the Bedroom Fire control sheet. In the left column you will find a number or letter followed by a description of what is occurring. The number or letter is the keystroke you enter to change to the indicated 'state'. The center column shows an image of the fire condition. The third column is for your notes. Here you can write prompts for yourself or notes about the performance of the trainees.



In this scenario, you can initiate a Positive Pressure Attack or use PPV after you knock the fire down or you can decide not use PPV at all. Use whichever method suits your training needs.

Keystroke	Sample Image	Notes
<p>1 (default) A bedroom fire. Light smoke is seeping out of the closed windows on the C/D side.</p>		<p><i>Place the cursor over windows that can be vented and a hook icon will appear. Press it to vent the windows. Some windows cannot be vented because the hook will not reach.</i></p>
<p>2 This darkens the smoke coming out of the C/D window (if vented) and the front door (if open).</p>		
<p>3 This changes the window smoke to smoke and flame.</p>		
<p>4 This starts light smoke pushing from the eaves. The fire has extended to the attic.</p>		

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Keystroke	Sample Image	Notes
<p>5 This produces knockdown smoke in the bedroom</p>		
<p>0 This clears the building of all smoke</p>		
<p>B or b This keystroke will place a fan at the front door (you will see the image of the fan in the picture). The front door is opened automatically when the blower is set up.</p> <p>Pressing this key again will start the fan. Pressing the key a third time will stop the fan. You can use the fan during the attack or after you knock the fire down.</p>		
<p>D or d Opens or closes the front door. Door is opened automatically when blower is set up. Once blower is set up, door cannot be closed.</p>		

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Keystroke	Sample Image	Notes
<p>S or s Toggles the saw on and off</p>		
<p>H or h This key starts <u>smoke</u> rising off of the roof. Pressing it a second time changes the smoke (and fire, if F was pressed) to knockdown smoke. Pressing it a third time reduces the smoke volume. You can use this to simulate fire burning through the roof or as venting fire after pilling a roof cut.</p>		
<p>F or f This key starts <u>smoke and fire</u> rising off of the roof. If H or h had been pressed already, then pressing this key adds fire. If the blower is on, the fire is more intense. Pressing it a second time changes the smoke and fire to knockdown smoke. Pressing it a third time reduces the smoke volume. You can use this to simulate fire burning through the roof or as venting fire after pilling a roof cut.</p>		
<p>R or r This resets the scenario to the responding screen and initial state.</p>	