

## Positive Pressure Attack by Kriss Garcia Sample Scenario

To run a simple scenario, first navigate around the building to do your size up in the initial state and finally settle down in front of the fire building. From this position, all of the action can be viewed. You can check out all sides at anytime during the simulation.

key	Description
	<i>Arrival.</i> Light brown smoke is seen pushing from the windows located on the C/D side of the structure. All windows are intact.
2	This starts heavier smoke pushing from the C/D windows. You can use the hook to ventilate the C/D windows.
b	Crew sets up the blower.
3	Heavier smoke and a small amount of flame are now pushing from the C/D windows. Heavier smoke is also now showing from the front door located on the A side
4	This increases the smoke and fire to include the eaves. The fire may be spreading to the attic.
b	Once adequate exhaust has been created and entry crew is ready, crew members start the blower. When appropriate, crew makes entry to attack the fire. Command ensures adequate exhaust has been achieved by noting light smoke is showing above the blower. (See note below)
5	Interior crew is making good progress on the fire and has knocked it down.
R or r	This restarts the scenario.

**Notes on PPA** - In this scenario, the blower is placed at the front door. When the blower is on, a key indicator that you do not have an adequate exhaust area can be noticed in the space above the blower. If you have decreasing light smoke in this space when the blower is on you likely have an adequate vent opening to safely use PPA. If you have heavy smoke and/or flame showing at this space, you do not have an adequate vent opening to safely use PPA. You should create a vent opening that is at least 2 – 3 times the size of the opening at which you place the blower.

Dispatch this call as you would in your region for a single family dwelling. You can add that the caller believes the occupant may still be inside. What actions are taken? What orders are given? What help is requested?

The key to all of the Fire Engineering Scenarios is the instructor. If you give the student realistic prompts in the form of radio transmissions and have conversations with the student simulating conversations with people on the fire scene, you can make it seem like a real fire. With a little imagination, your student will get into the role playing mode and get real decision making and fireground communication practice.