



A Few Communication Guidelines:

- 1] Use the Hey You, Its Me [Rescue from Command]
- 2] No Ten Codes
- 3] Use Common English



- 4] For First **OnScene Report**, **Status Report**, and **Transfer of Command** use the following format:

Your Location? (Could be the address for the first onscene report, or a geographic "Second Floor Hallway" in a status report)
What Do You Have? (Brief description of the problem, the environment, the problem, # of personnel etc.)
What You Are Doing? (Simply what are you doing or about to do with the problem)
What Do You Need? (What do you perceive you will need to get the job done)
Who Is Command? (Only answer this question if you are assuming Command)

- 5] Use the Announcement of Benchmarks:
All Clear (Refers to the completion of a Primary Search)
Under Control (Tells us the fire is not out but under our control)
Loss Stopped (Neither fire nor firefighters are doing damage to the structure)
- 6] How Benchmarks help in shortening communications yet tell us what firefighters have done, are doing, or need to get done:

Response Goals	Tactics	Benchmarks
<p>Life Safety [All Clear announcement means the Primary Search is done in a specific location or for the entire structure, however, everything below may still need to be accomplished]</p>	<p>Rescue (Primary Search)</p>	<p>All Clear</p>
<p>Incident Stabilization</p>	<p>Exposure Protection Confinement of Fire Extinguishment (Partial)</p> <p>[Under Control means the fire is not spreading, our initial exposures are protected, the fire is not completely out but is confined to a small area. Personnel will have to perform overhaul operations to completely extinguish the fire]</p>	<p>Under Control</p>
<p>Env. / Property Preservation</p>	<p>Extinguishment Overhaul</p> <p>[Overhaul operations are complete and we have determined the fire is completely out]</p>	<p>Loss Stopped</p>

Remember our Benchmarks are not always accomplished in the order above.

- 7] Remember you have not communicated unless there has been sufficient **FEEDBACK**