



Event Operational Guidelines

Updated: June 1, 2023

Stoutland Picnic

Saturday (usually an all day event)

Operations Channel: VFIRE23

Fire Department

- Parade
 - At least one truck from both departments. One says Sleeper / one says Stoutland.
 - If possible, 2 people on each truck.
- Dunking Booth
 - Help set it up and take it down.
 - Have to use an Engine or Tanker to fill the dunking booth.
 - FFs will have to take turns being in the dunking booth.
- Medical
 - We will take care of medical calls, first aid, and so forth.
 - If Medic Unit is needed, then have Laclede Dispatch have Mercy toned. You will have to tell Dispatch what the medical issue is.
 - May have to explain on which end of the picnic you are located at and the best way to you.
 - Stoutland usually uses City Hall as a cooling center. If you find out there is no cooling center, you may need to have Rescue 1481 set up for it.
- Bake Sale
 - FFs may have to assist with setting it up. Auxiliary may not have enough people to do it. They may also need help moving stuff due to the weight of an item.
- At end of event
 - Everyone will need to help break down and pick up all equipment.
 - Empty water from dunking booth and set it down so it can be pulled behind vehicle.
 - Assist Auxiliary break down the bake sale if they need help.
 - Put all medical equipment back where it belongs.
 - Apparatuses used for parade are back in station.

Auxiliary

- Dunking Booth
 - Have someone collecting money. Same person may try to get customers for dunking booth.
- Bake Sale
 - Set up and take down.
 - Someone collecting money.
- Fire Dues
 - Have Stoutland dues.
 - Have Sleeper dues.
- Money
 - Keep track of all money coming in.
 - Fire dues hand over to Fire Chief at end of event or next time Auxiliary sees Chief.

Apparatuses

- Parade
 - Engine 1451 or Rescue 1481
 - Engine 1453 or Tanker 1462
- Dunking Booth
 - An Engine or Tanker 1462 needs to go over and fill the dunking booth up with just water.
 - After booth is full, return to Stoutland Station and fill back up with water.
- Picnic
 - Have Engine 1453 stage at very end by the end where the booths are set up.
 - At least have one person able to go to Engine 1453 to show anyone with questions about it or kids who want to see it.
- In Service For Calls
 - All trucks will be in service for calls throughout this event, unless that apparatus was marked out of service.

District/Mutual Aid Calls

- Whoever is in the dunking booth needs to stay to help make money for the department.
- Medical
 - Choose 2 FFs that are EMRs to run it. If have to have them, respond with an apparatus.
- MVAs
 - With entrapment
 - Everyone there that can respond needs to go.
 - Response with 2 apparatuses that have extrication tools.
 - Without entrapment
 - Send at least one apparatus with extrication tools.
 - Try to send at least 3 people.
 - Have others ready to respond if crews need more help.
 - Structure Fires
 - Everyone possible needs to go if in our district.
 - Engines and Tankers need to respond.
 - Out of District
 - Asking for Engine (4 to 5 people if possible)
 - Tanker (1 or 2 people)
 - Other Calls
 - Send what is needed or requested to respond.

Officer Role

- Making sure all above is taken care of.
- Assigning personnel to tasks to take care of.
- Keeping a radio on to listen to County (for calls) and VFIRE23 (Operations).
- Keep track where all personnel, apparatuses, and equipment are accounted for at all times.
- Assign who will run calls if they happen.
- Only one should be in contact with Dispatch and Fire Chief.

Rodeos

Stoutland Saddle Club
Normally Fridays and/or Saturdays
Operations Channel: VFIRE23

Fire Department

- Medical Standby
 - Need at least 2 EMRs (2 people will be there for the whole event)
- Medical Bag (needs fully stocked)
 - May need to have some extra equipment to come with.
- Radio (handheld or mobile)
 - Both EMRs need to have handhelds.
 - If handhelds can't get out to Dispatch, may have to use a mobile radio or phone.
- If patient needs to be transported:
 - Have the patient ready to go with Medics.
 - Follow our medical protocols.

Auxiliary

- There is no role for them in this event.

Apparatuses

- For Event
 - No apparatuses are needed.
 - Crew can meet up at Station and ride together to event or meet at the event.
- In Service
 - All apparatuses should be in service unless at another event or on call.

District/Mutual Aid Calls

- The crew of 2 EMRs that is at the event has to stay at the event. **DO NOT LEAVE!**
- Other members of the department can handle the calls that may come in.
- If no one else is available to run the calls; advised Laclede County that the department has no one and to tone out the next closest department.
- If call is still going on after event:
 - In-District; ask command if they need more assistance/help.
 - Mutual Aid; go to station and do standby. Go to a station that has apparatuses that one of the two can drive.

Officer Role

- Make sure that all above happens.
- Having working radios.
- Keeping track of everyone is located.
- Only one needs to be in contact with Dispatch and Fire Chief.
- Needs to know who is able to run calls. If no one is available, then follow these plans.

Midway Speedway Races | I-44 Speedway Races

Friday nights and some Saturdays | Saturdays and some Fridays

Operations Channel: VFIRE23

Fire Department

- Needs a Brush Truck with a crew of two (1 FF and 1 EMR)
- Fire Standby
 - Use fire extinguishers first.
 - If needed, use brush truck. (Before leaving station, make sure some foam is in the water tank.)
Brush tank should be last resource.
- Medical Standby
 - Have a med bag.
 - If wreck, check drivers and treat it like a MVA.
 - If bystanders, treat as day to day medical calls.
 - Make sure to have a radio that will reach dispatch.
- Gear
 - At least NCF gear
 - Medical Bag
 - Brush Truck
 - Fire extinguishers (provided by race track)
 - Radios

Auxiliary

- No need for auxiliary.

Apparatuses

- Event
 - Minimum 1 Brush Truck that does not leave.
 - If enough going, then an Engine goes as well.
- In Service
 - Brush Truck at event stays. If Engine went to the event, then it can respond.
 - All other trucks still respond to calls.

District/Mutual Aid Calls

- Only 2 people at event:
 - The 2 people stay at event.
 - Other department personnel can respond.
 - If no one else is able, advise Dispatch don't have anyone and tone out the closest department.
- If extra people at event:
 - The crew for Brush Truck will have to stay.
 - Other crew members can leave and respond if they have a way to do so without Brush Truck.

Officer Role

- Pay attention to event and any calls that come out for the department to respond to.
- Only one to contact Dispatch or Fire Chief if any issues.

MDA

Labor Day Weekend, Friday and Saturday (evening on Friday, morning on Saturday)
Operations Channel: VFIRE23

Fire Department

- Will need 4 to 6 (or more) people.
 - 4 people (2 on each side of Sleeper overpass on I-44)
 - 6 people (2 on each side of overpass and 2 by outer road)
 - If extra people, Highest Officer can stage nearby
 - This person will help collect money from the spots listed above.
 - Relieve anyone that needs to use restroom.

Gear

- Safety Vest
- Radios
- Signs
- Boots

Auxiliary

- If any is available to, they can assist FFs collecting money in the boots.

Apparatuses

- Event
 - If needed, use Brush Trucks/Rescue.
 - If Officers want, they can use their own vehicle.
- In Service
 - All apparatuses will be in service.

District/Mutual Aid Calls

- Respond to all calls like normal day to day operations.
- Highest Officer will decide who will be in which truck.

Christmas Parades (Lebanon | Stoutland)

November (usually on Saturday)

Operations Channel: VFIRE21 (Lebanon) | VFIRE23 (Stoutland)

Fire Department

- If possible, 2 personnel per truck. Total 4 personnel minimum.
- Radios. The truck mobiles need to be on during the parade on the proper radio channel. During staging, handhelds should be on and used.
- Make sure trucks are clean before the event.
- Can pass out candy during the parade.

Auxiliary

- Can assist the Fire Department in its role for the event.
- Can ride on apparatuses during parade.

Apparatuses

- If possible, Sleeper E1451 and Stoutland E1453 will go to the parades. If one is broken down, get another truck that has that department's name on it. There should be one Sleeper and one Stoutland vehicle.
- All apparatuses will be in service to run all calls we may get.
- If any children are on apparatus, they will have to be removed before responding to calls.

District/Mutual Aid Calls

- The apparatuses are not dedicated to the event.
- Medical Calls
 - If a firefighter not at the event decides to run the call, let that person do so. If they do, don't send a truck from the parade.
- All other calls: Follow department's dispatch protocols from there.

Officer Role

- Pay attention to county and operations channels.
- Make sure above happens.
- Only one to be in contact with Dispatch and Fire Chief.
- Make sure the calls in the district are being taken care of.
- Keep track of everyone from the department.

Yard Sales (Civic Center)

Saturdays (also part of the week leading to)

Operations Channel: VFIRE23

Fire Department

- Anyone available assist Auxiliary with set up and tear down.

Auxiliary

- Getting ahold of firefighters with times that they are needed for help.
- Making sure everything needed is there.
- Collecting money when selling items.

Apparatuses

- If needed, can use Rescue 1481 to haul the yard sale items around.
- All trucks will be in service for calls. Only exception is R1481 if it is being used at that time to move items around.

District/Mutual Aid Calls

- Medical Calls
 - If other firefighters not at the event are running the call, let them do so. If they request help, then send more help.
- All other calls
 - Respond as normal.

Officer Role

- Listening to county and VFIRE23
- Only one in contact with Dispatch and Fire Chief
- Make sure calls are covered in district.
- Keep track of personnel.

Demolition Derby (Civic Center) | Go-Kart Races (Civic Center)

Weekend | Weekend: Thursday, Friday, and Saturday

Operations Channel: VFIRE23

Fire Department

- Minimum of 3 personnel, at least one EMR
- Gear
 - Medical Bag
 - Brush gear
 - Radios
- Medical Standby
 - If someone gets hurt that's taking part in the event
 - Bystanders watching the event
- Fire Standby
 - Have Brush Truck just in case
 - Extinguishers (provided by event)

Auxiliary

- Can assist Fire Department if EMR or have fire training.

Apparatuses

- Brush truck
 - Stays at event until event is done
- All other apparatuses
 - In service to run calls

District/Mutual Aid Calls

- Medical
 - If EMR not at event are running, let them. If they need help and there is someone extra, then send the extra to help.
- All other calls
 - The 3 person crew has to stay. All others can respond.
 - Handle calls by following dispatch protocols.

Officer Role

- Make sure calls in district are covered.
- Only one in contact with Dispatch and Fire Chief.
- Listen to county and operations channels.
- Keep track of all personnel and equipment.

Fire Prevention Week

Autumn (a day in the work week)

Operations Channel: VFIRE23

Fire Department

- Number of personnel needed
 - 1 to stay with the apparatus (should be Stoutland's engine if possible; if not, then Sleeper's engine)
 - 2 or 3 to go around to classrooms to put on gear and talk with the kids. If one person is okay with putting gear on for all the different classes, that's fine.
- Have the little kit to use while talking to the classrooms.
- Firefighters need to be on best behavior and dressed nicely, without holes in clothing.
- Gear
 - Make sure that everyone that is on the engine has their structure gear with them.
 - ***Make sure gear is clean.***

Auxiliary

- Can assist the Fire Department with talking to classrooms.
- Pass out fire prevention coloring books/pencils.

Apparatuses

- Goes to event
 - Stoutland's Engine 1453 (if not in service, take Sleeper's Engine 1451)
 - Command 1490 or Brush 1470 (a person can run the medical calls with)
- Other apparatuses
 - All other apparatuses not going will be in service to run any/all calls the department receives by the personnel not assisting with the event.
- ***Make sure the apparatuses are clean.***

District/Mutual Aid Calls

- Medical Calls
 - Personnel not at the event should run the call.
 - If no other personnel available, send EMR in Commander 1490/Brush 1470.
- All other calls
 - Put another department on autoaid before you start the event.
 - Have a personnel respond with Commander 1490/Brush 1470.

Officer Role

- Make sure enough personnel available for the event.
- See who else is available to run calls during the event.
 - If no one else is available, then put another department on autoaid before the event. Then release them after event is done.
- Only one in contact with Dispatch and Fire Chief.
- Keep track of all equipment and personnel.
- Make sure the calls in the district are covered.
- Make sure that all personnel are not wearing holey/ripped up clothes and they are behaving. Children will be watching how our people act. Personnel will be setting an example.

Elks Lodge Truck & Tractor Pulls

Sometime in the Autumn (September or October usually)

Operations Channel: VFIRE23

Fire Department

- Fire and Medical Standby
 - 3 personnel (at least 1 EMR)
 - Gear
 - Structure gear (when pulls are going on, bunker pants are on)
 - Engine (When at event, have it ready for foam. Set bucket on catwalk. Have the foam inductor and hose hooked up and laid back and forth on catwalk. If you use, make sure you flush the hose out.)
- Traffic and parking assistance
 - At least 2 personnel
 - Gear
 - Safety vest
 - Traffic wands
- Bake Sale
 - Assist Auxiliary with set up and tear down.
- Dunking Booth
 - One firefighter will be in the tank. Firefighters will need to take turns being in the tank. If possible, firefighters need to try to stay in for at least 30 minutes.
 - Any firefighter that can assist needs to bring clothes to change into and a towel to dry off with.

Auxiliary

- Bake Sale
 - Set up and tear down
 - Someone collecting money
- Dunking Booth
 - Have someone collecting money.
 - Person collecting money should try to get customers for dunking booth.
- Money
 - Keep track of all money coming in for both dunking booth and bake sale.
- Fire Dues
 - Collect any fire dues that someone wants to pay. That money and information needs to be given to the Fire Chief.

Apparatuses

- Fire Standby
 - Engine
 - If possible, use Stoutland Engine
 - Engine being used is not available for calls.
- Dunking Booth
 - Engine (same one used for standby at the event)
 - May just use 1 or 2 sections of hose and hook up to a hydrant.
 - If use the tank water, make sure it's refilled right after.
- Medical Standby
 - Rescue (if enough personnel are assisting)
 - If needed, we can put patient in the back to treat them.

- Use medical equipment on Rescue to treat patients.
- If patient needs transported, call for an ambulance. ***DO NOT TRANSPORT IN THE RESCUE.***

All Other Calls

- Person in dunking booth needs to stay if possible to make money for the department.
- First try to see if any firefighters not at the event are able to respond and take care of the call.
 - If Rescue 1481 is there, it can respond to calls.
 - Auxiliary and the 3 personnel for engine can not respond.
- If no one is available to run calls, have Dispatch have next closest department to respond.
- The rest of the crews need to respond if the call is still going on after event is over and everything is picked up.

Officer Role

- Make sure everything is covered.
- Have working radios.
- Keeping track of all personnel and equipment.
- Only one that needs to be in contact with Dispatch and Fire Chief.
- Needs to know who is able to run calls; and, if no one is, then follow these plans.
- Does not pass out department equipment to others not on department.

Weather Spotting

Usually during severe weather

Operations Channel: VFIRE23 (radio) | Channel 2 (zello)

Fire Department

- All available personnel report to the station.
- Officer in charge will give out locations for personnel to stage at.
 - If possible, 2 personnel at each location.
 - One person in each team needs at least one radio and phone.
 - Have gear just in case of incident.
 - If possible tornadoes, send crews out to do spotting in apparatuses. This way there's less chance of being stuck in the station.
- Monitor weather channels
 - Local weather: KY3, K0LR 10
 - Internet: National Weather Service
 - Weather apps on phone: MyRadar
- All personnel reports their findings back to command, including:
 - Size of hail
 - Wind speed
 - Light/hard rain
- Apparatuses/POUs
 - All personnel should be spotting in an apparatus or POU. This way they can get out if needed if weather changes in that area.
 - If possible tornadoes, have apparatuses out doing spotting. This will help if the station is hit. The trucks are out and able to respond.

Auxiliary

- May help firefighters with weather spotting.
- Take orders from the officer in charge.
- Stay with someone who has a radio.

Communications

- All radios have VFIRE23 (Sleeper Channel 2). Use that channel to communicate with Command.
- Phones have Zello apps. Department set up a channel on it for these reasons.
- All traffic needs to go through Command.
 - Storm Spotters report what they have to Command on VFIRE23 or Zello.
 - Command will report the information to the proper OEM.
- **Public can and does listen to what is said over the radio.**
 - How you say something can scare the public. That is not what we want.
 - If possible, certain things need to be said through Zello. Only fire department members can access the Zello channel.

Officer in Charge

- Only person talking to Laclede OEM, Camden County EMA, Dispatch, or Fire Chief.
- Have a device to contact one of the four above.
- Have a radio and phone listening to the spotters.
- Keep track of where all apparatuses and personnel are located.
- Monitor weather stations and apps.
- If a call comes in, make sure someone is able to cover the call.

Tornado/Flooding/Earthquake

Usually during or after bad weather
Operations Channel: VFIRE23 (radio)

Fire Department

- Still respond to calls during the event.
- Check for damages to properties.
- All available personnel need to respond.
 - All personnel need their gear and radios.
- Search and Rescues
 - Due to property damage, firefighters may have to check down structures to make sure no one is left behind.
 - Depending on the type of weather damage, wind or water could carry the public out to unsafe areas.
- Structure and Vehicle Fires
 - Due to the types of weather, could start fires.
- Water Rescue
 - Someone may try to cross low level crossings.
- ***Personnel should always travel in teams.***

Auxiliary

- Set up a rehab area
 - Place for firefighters to go
 - Different place for public, but near each other
- Hand out bottles of water to whoever needs any.
- If an auxiliary is a first responder:
 - Take care of minor medical problems.
 - Have a treatment area set up.
- Have a radio or phone to contact officer in charge.

Apparatuses

- All in-service trucks should be out searching and checking the district out for damages.
- Can use Rescue 1481 as a mobile command unit.

Communications

- Everyone assisting on this needs to have their department issued radios with them at all times.
- ***Remember that the public can and does listen to any and all radio traffic.*** Everyone needs to watch what they say. We don't need to scare the public.

Officer in Charge

- Only person talking to Laclede OEM, Camden County EMA, Dispatch, and Fire Chief.
- Have radios and Zello listening to the crews.
- Keep track of all apparatuses and personnel.
- Monitor local weather channels.
- Make sure all calls in district are being taken care of.
- Keep track of all resources that come in to help.

Dispatch Protocols

Structure Fire: Residential

- 1st Alarm: Sleeper/Stoutland 2 Engines, 2 Tankers, 1 Rescue; Eldridge Tanker; Lebanon Rural Pumper/Tanker; Tri-County Engine; Medic Unit; Laclede Electric
- 2nd Alarm: Hazelgreen Tanker; Nebo-Falcon Pumper/Tanker
- 3rd Alarm: Conway Tanker; Competition Tanker
- Rekindle: Sleeper/Stoutland 1 Engine, 1 Tanker

Structure Fire: Commercial

- 1st Alarm: Sleeper/Stoutland 2 Tankers, 1 Rescue; Eldridge Tanker; Lebanon Rural Pumper/Tanker; Tri-County Engine; Lebanon City Ladder 2; Medic Unit; Laclede Electric
- 2nd Alarm: Hazelgreen Tanker; Nebo-Falcon Pumper/Tanker; Mid-County Tanker; Eldridge Engine
- 3rd Alarm: Conway Tanker; Competition Tanker; Mid-County Air Truck
- Rekindle: Sleeper/Stoutland 1 Engine, 1 Tanker
- Water Supply: Crocker Powerfill Engine; Dixon Powerfill Engine; Bennett Springs Powerfill Engine; Lebanon Rural Pumper/Tanker; Conway Tanker; Grovesprings Tanker; Competition Tanker

Flue Fire

- Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker

Smoke Investigation

Inside: use proper structure fire protocols

Outside: Sleeper/Stoutland Brush Tricks, Tanker 1462

Alarms

- Fire
 - Commercial: Sleeper/Stoutland 1 Engine, 1 Tanker
 - Residential: Sleeper/Stoutland 1 Engine, 1 Tanker
- Carbon Monoxide
 - With Symptoms: Sleeper/Stoutland 1 Engine, 1 Rescue, Medic Unit
 - Without Symptoms: Sleeper/Stoutland 1 Engine, 1 Rescue
- Elevator
 - none in district

Smoke Detector Issue

- Residential: Sleeper/Stoutland Engine
- Commercial: Sleeper/Stoutland Engine

Fire Investigation

- Alarm: Sleeper/Stoutland Volunteer Fire Department

Vehicle Fire

- Passenger Vehicle
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker, 1 Rescue
 - 2nd Alarm: Lebanon Rural Pumper/Tanker
- Large (over 1 ton)
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker, 1 Rescue
 - 2nd Alarm: Lebanon Rural Pumper/Tanker

- 3rd Alarm: Tri-County Tanker; Hazelgreen Tanker

Farm/Heavy Equipment/Machinery Fire

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker, 1 Rescue
- 2nd Alarm: Lebanon Rural Pumper/Tanker
- 3rd Alarm: Tri-County Tanker

EMS

- Knox Box Alarm: don't have any in district
- List Assist: Sleeper/Stoutland Volunteer Fire Department
- 1st Alarm: Sleeper/Stoutland Volunteer Fire Department

Motor Vehicle Accident

- Injury/No Entrap
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue
 - 2nd Alarm: Lebanon Rural Engine
- Injury/Entrap
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue
 - 2nd Alarm: Lebanon City Engine
 - 3rd Alarm: Lebanon Rural Engine; Tri-County Engine
- 18 Wheeler/Bus/RV
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue
 - 2nd Alarm: Lebanon City Engine
 - 3rd Alarm: Lebanon Rural Engine; Tri-County Engine
- Vehicle Down Embankment
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue
 - 2nd Alarm: Lebanon City Engine
 - 3rd Alarm: Lebanon Rural Engine; Tri-County Engine

Traffic Hazard/Roadway Clean Up

- Alarm: Sleeper/Stoutland Volunteer Fire Department

Farm/Heavy Equipment/Machinery Rescue

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue
- 2nd Alarm: Lebanon City Engine
- 3rd Alarm: Lebanon Rural Engine; Tri-County Engine

Rubbish/Trash Fire

- Alarm: Sleeper/Stoutland 1 Engine

Dumpster Fire

- Alarm: Sleeper/Stoutland 1 Engine

Natural Cover Fire

- Structures In Danger
 - 1st Alarm: Sleeper/Stoutland 2 Brush Trucks, 1 Engine, 1 Tanker, 1 Rescue; Eldridge Brush Truck; Lebanon Rural Brush Truck
 - 2nd Alarm: Tri-County Brush Truck; Hazelgreen Brush Truck; Mid-County Brush Truck
 - 3rd Alarm: Bennett Springs Brush Truck; Competition Brush Truck; Nebo-Falcon Brush Truck
- No Structures In Danger

- 1st Alarm: Sleeper/Stoutland 2 Brush Trucks, Tanker 1462, 1 Rescue
- 2nd Alarm: Sleeper/Stoutland 1 Engine; Eldridge Brush Truck; Lebanon Rural Brush Truck
- 3rd Alarm: Hazelgreen Brush Truck; Tri-County Brush Truck; Mid-County Tanker

Odor Investigation

- Residential
 - Alarm: Sleeper/Stoutland Volunteer Fire Department
- Commercial
 - Alarm: Sleeper/Stoutland Volunteer Fire Department

Propane/Natural Gas Leak

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker, 1 Rescue; Propane/Natural Gas Company
- 2nd Alarm: Lebanon Rural (Sleeper area); Tri-County (Stoutland area)

Hazmat

- Fuel Spill With Fire
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker
 - 2nd Alarm: Lebanon Rural Pumper/Tanker; Tri-County Engine
 - 3rd Alarm: Lebanon City Engine; Hazelgreen Tanker
- Chemical Spill
 - 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker
 - 2nd Alarm: Fort Leonard

Missing Person

- Search/Rescue: Sleeper/Stoutland 1 Rescue, Brush Trucks

Animal Rescue

- Alarm: Sleeper/Stoutland 1 Rescue or 1 Engine

Line Down

- Alarm: Sleeper/Stoutland Brush Trucks; Electric Company

Transformer Fire

- Alarm: Sleeper/Stoutland 1 Engine; Laclede Electric

Suspicious Package/Item

- Alarm: Sleeper/Stoutland 1 Engine

Landing Zone (LZ) Setup

- Alarm: Sleeper/Stoutland 1 Engine

Aircraft Emergency

- 1st Alarm: Sleeper/Stoutland 2 Engines, 2 Tankers, 1 Rescue; Eldridge Tanker; Lebanon Rural Pumper/Tanker; Tri-County Engine; Lebanon City Ladder 2; Medic Unit; Laclede Electric
- 2nd Alarm: Hazelgreen Tanker; Mid-County Tanker; Nebo-Falcon Pumper/Tanker, Eldridge Engine
- 3rd Alarm: Mid-County Air Truck; Conway Tanker; Competition Tanker

Bomb Threat

- Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue

Assist

- Knox Box Alarm: don't have any in district

Train Derailment/MVA/Fire

- 1st Alarm: Sleeper/Stoutland Engines, Rankers, Rescues; Lebanon Rural Pumper/Tanker
- 2nd Alarm: Tri-County Tanker; Hazelgreen Tanker

Confined Spaces

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue; Lebanon City Squad 2
- 2nd Alarm: Tri-County Heavy Rescue; Mid-County Heavy Rescue
- 3rd Alarm: Fort Leonard

Tech Rescue Trench

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue; Lebanon City Squad 2
- 2nd Alarm: Tri-County Heavy Rescue; Mid-County Heavy Rescue
- 3rd Alarm: Fort Leonard

Building Collapse

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue; Lebanon City Squad 2
- 2nd Alarm: Tri-County Heavy Rescue; Mid-County Heavy Rescue
- 3rd Alarm: Fort Leonard

Water Rescue

- 1st Alarm: Sleeper/Stoutland 1 Engine, 1 Rescue
- 2nd Alarm: Lebanon City (Sleeper area); Mid-County (Stoutland area)

Mutual Aid

- EMS: will help anyone
- Natural Cover Fire: will help anyone
- Station Coverage: will help anyone
- Structure Fire: will help anyone
- Other: will help anyone

Stoutland School

- Fire Alarm
 - Alarm: Sleeper/Stoutland 1 Engine, 1 Tanker
- Working Fire:
 - 1st Alarm: Sleeper/Stoutland Engines, Tankers, Rescue; Lebanon City Ladder 2; Tri-County Pumper/Tanker; Hazelgreen Tanker; Eldridge Engine; Lebanon Rural Engine; Laclede Electric; Medic Unit; Law Enforcement
 - Once the first alarm is in route, hold the second alarm unless there is a fire/medic/law enforcement report of smoke or flames showing. If there is, strike the 2nd Alarm.)
 - 2nd Alarm: St Roberts Ladder; Mid-County Tanker, Air Truck; Eldridge Tanker; Lebanon Rural Pumper/Tanker; Nebo-Falcon Pumper/Tanker; Competition Tanker; contact Camden County EMA for communications
 - 3rd Alarm: Waynesville Rural Engine, Tanker; Mid-County Ladder; Tri-County Ladder; Osage Beach Tanker
 - Water Supply: Crocker Powerfill Engine; Dixon Powerfill Engine; Bennett Springs Powerfill Engine; Lebanon Rural Pumper/Tanker; Conway Tanker; Grovesprings Tanker; Competition Tanker

- All-Call Alarm
 - If an all-call is requested by the Incident Command, notify the surrounding counties for any Engines or Tankers plus manpower that they can send.
- Powerfill Sites
 - Powerfill sites will be located in the city of Richland and the town of Sleeper.
 - Crocker Engine and Dixon Engine will do powerfill at Richland.
 - Bennett Springs Engine will do powerfill at Sleeper. Lebanon Rural may also be requested for a second powerfill at Sleeper.
 - Third powerfill site could be set up at Hazelgreen river access if needed.
 - Each fill site needs to have someone in command and an overall water supply officer at the fire ground.
- Radio Frequencies, Dispatch, Laclede County Fire
 - Command: V-Tac 14
 - Operations: V-Tac 13
 - Water Supply: VFIRE21
 - Staging: V-Tac 12
 - Rehab: V-Tac 11

Officer Role

- If you need more personnel or water on any call, ask for the next alarm. This will give you more help easier.
- Whoever is in command has to listen on scene to multiple channels.
- Highest Ranking Officer in route:
 - Listening for multiple things
 - Who all is responding for Sleeper/Stoutland Volunteer Fire Department
 - If Dispatch tones out correct protocols for the call
 - If call involves other departments, listen to see if they are responding
 - Deciding on
 - If there are enough personnel or water units responding; if not, then ask for next alarm and repage if others are able go
 - What trucks they want from Sleeper/Stoutland Volunteer Fire Department to respond
 - Which personnel will be on which trucks
 - Figuring out if certain things can be done or not
 - Best and fastest way to get to the call
 - Officer also needs to know
 - Location of call
 - Best and fastest way to get there
 - What everyone can and can't do
 - The equipment on all trucks
 - Dispatch protocols
 - If needing to set up water supply, what would work best and if there's enough room for the porta tank and tankers
- Officer needs not to be scared to ask for more help on calls if needed to
- ***Main thing officer needs to do is stay calm***

Apparatus Response To Calls

Type of call, first out, second out, and so on.

Structure Fire (Residential)

1. Engine
2. Tanker
3. Rescue
4. 2nd engine

Structure Fire (Commercial)

1. Engine
2. Tanker
3. Recue
4. 2nd engine

Flue Fire

1. Engine
2. Tanker

Smoke Investigation

Inside:

1. Engine
2. Tanker
3. Rescue
4. 2nd Engine

Outside:

1. Brush
2. Tanker 1462/Engine

Alarms

Fires, Commercial:

1. Engine
2. Tanker

Fires, Residential:

1. Engine
2. Tanker

Carbon Monoxide, With Symptoms:

1. Engine
2. Rescue

Carbon Monoxide, Without Symptoms:

1. Engine
2. Rescue

Smoke Detector Issue

Residential:

1. Engine

Commercial:

1. Engine

Fire Investigation

Inside Structure:

1. Engine

Outside Structure:

1. Brush Truck

Vehicle Fire

Passenger Vehicle:

1. Engine
2. Tanker
3. Rescue

Large (over 1 ton):

1. Engine
2. Tanker
3. Rescue

Farm/Heavy Equipment/Machinery Fire

1. Engine
2. Tanker
3. Rescue

EMS

1. POVs

Motor Vehicle Accident

Injury/No Entrap:

1. Rescue
2. Engine

Injury/Entrap:

1. Rescue
2. Engine

18 Wheeler/Bus/RV:

1. Rescue
2. Engine

Vehicle Down Embankment

1. Rescue
2. Engine

Traffic Hazard

1. Engine or Brush

Rubbish/Trash Fire

1. Engine

Dumpster Fire

1. Engine

Natural Cover Fire

Structure In Danger:

1. Brush
2. Engine
3. 2nd Brush
4. Tanker
5. Rescue

No Structures In Danger:

1. Brush
2. Engine
3. 2nd Brush
4. Tanker

Odor Investigation

Residential:

1. Rescue
2. Engine

Commercial:

1. Rescue
2. Engine

Propane/Natural Gas Leak

1. Engine
2. Tanker
3. Rescue

Hazmat

Fuel Spills With Fire:

1. Engine
2. Tanker

Chemical Spills:

1. Engine
2. Tanker

Missing Person

- 1.