

ENTER

Caution

- Windshield survey (360 degree 3D) for threats prior to and after arriving (duffel bags/backpacks, vehicles, dumpsters, out of place persons etc.).
- Assess for radiological agent post blast.
- While exiting vehicle visually clear a 15 foot safe zone all directions.
- After exit from vehicle extend visual sweep 75 feet in all directions - 'z sweep'.
- Check staging areas, corridors and victim areas in a similar manner. Mark hazards as appropriate.
- Notify dispatch/supervisor if a hazard is identified and take appropriate action.
- Maintain situational awareness for secondary threats.
- Incident specific PPE:
 Post Blast: dust mask, eye and skin protection.
- Active Shooter: body protection per instructions from incident commander.

Communicate

- Establish communication with command and advise location of staging.
- Report type of event, provide size up: number and severity of injured, hazards, resource needs.
- Assure interoperable communication (common talkgroups), request talkgroups and assign as required.

Create

- Unified command separate from operations.
- Create multiple Rescue Taskforces (RTFs).
- Perimeters per law enforcement.
- · Patient Loading Area patients into ambulances.
- Create Casualty Collection Point (CCP) for Non-Injured and Walking Wounded.
- Ambulance Staging
- Formal command post at a safe distance away from scene.
- Safe cover: angle vehicles in relation to building to protect from a potential secondary device blast wave.



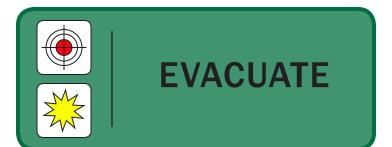
Caution

- Perpetrator or accomplice may be among victims.
- Hazards: Secondary devices, gas, hazmat, electrical, structural, CBRNE, fire, or inhaled dusts.
- Make visual and physical body sweep of all the victims for weapons and other secondary threats.

Care

FIRST PRIORITY IS TO REMOVE PATIENTS FROM THE HAZARD AREA

- Triage in immediate area only vs. entire scene.
- Triage victims as alive or dead, do not touch or move dead victims (no CPR).
- Unconscious with amputations or open head injury should be triaged last.
- Penetrating injuries can be small examine trunk carefully when in a safer area.
- If awaiting Evacuation Corridor control hemorrhage with tourniquets or dressings.



- Move all RTFs along most secure entry/exit routes.
- Mark Evacuation Corridors (police tape, spray paint, light sticks).
- Clear scene of non-injured and walking wounded along Evacuation Corridors to the Casualty Collection Point (CCP).
- Make visual and physical body sweep of all the victims for weapons and other secondary threats.
- Request necessary drag/carry equipment for non-ambulatory. Extract the living rapidly.
- Move patients along Evacuation Corridors to Patient Loading Area.
- For delays in transport- establish intermediary Casualty Collection Point/Triage for critical interventions (including tourniquets and dressings for active bleeding) - load and go as rapidly as possible.
- Request law enforcement to assist with body sweeps and impound personal property before transport.



ENTERActive Shooter

Concealment and Cover

- Stay in safe areas out of any lines of potential fire.
- Advance from staging as directed by staging supervisor/incident commander.
- Consider using large vehicles (i.e. fire trucks) as cover.

Corridor

- With law enforcement, establish location of wounded and determine Evacuation Corridors.
- Once corridor is secured, Rescue Taskforces may enter with law enforcement cover.
- Take in tourniquets and bandages, minimize treatment.

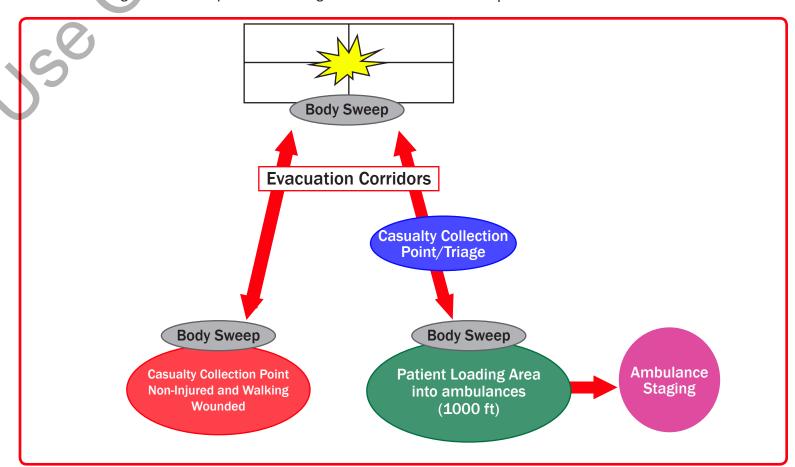


Cordon

 Law enforcement defines secure rescue grid and work zone.

Corridor

- All Rescue Taskforces' movements in and out of the scene must follow established Evacuation Corridors.
- Enter safest/most accessible area first. Establish geographic divisions within operations section based on scope of event.
- Direct non-injured and walking wounded to exit along Evacuation Corridors to Casualty Collection Point (CCP).
- Follow in the footsteps of others in case of buried hazards.





COMMAND

Co-locate with Law Enforcement, EMS, and FIRE to form Unified Command

Command Objectives:

- 1. Threat neutralization or containment
- 2. Mark potential hazards
- 3. Establish and mark evacuation corridor(s)
- 4. Establish Rescue Taskforces with embedded force protection
- 5. Rapid evacuation of the injured
- 6. Establish Staging Location

LAW ENFORCEMENT

First Arriving

- Scene size-up, initial intel.
- Determine entry team/officer(s)
- Designate Team Leader (if not single responder).
- Enter scene/engage to prevent further life loss.

Arriving Supervisor

- Establish contact with team leader.
- Understand/assess situation.
- Assume command.
- Designate Command Post maintain contact with Team Leader.
- Separate Command and Operations as soon as practical.
- Assign resources:
 - Threat neutralization
 - Victim search
- Determine perimeters (inner and outer).





First Arriving

- Scene size-up report to Dispatch.
- Communicate evacuation corridors.
- Do NOT co-locate Command and Operations staff.

Arriving Supervisors

- Establish contact with the initial EMS/Fire Branch Commanders.
- Understand/assess situation.
- Assume unified command.
- Update to scene size up. Request additional resources as appropriate.
- Determine need and location for Casualty Collection Points (CCP).
- Fire/EMS Branch Commanders assign:
 - Operations Division Chiefs
 - Exterior apparatus shielding
 - Interior Rescue Taskforces
 - Staging Manager
- Ensure interoperable communications.

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EXPLOSIVE EVACUATION GUIDELINES Building Explosive Threat Mass † Evacuation † Evacuation ††† Pipe bomb 850 ft 5 lbs 70 ft (metal or PVC) 90 ft 1,080 ft Suicide belt 10 lbs Suicide vest 20 lbs 110 ft 1,360 ft Briefcase or 50 lbs 150 ft 1,850 ft backpack Compact car 500 lbs 320 ft 1,500 ft (in trunk) Full size car 1000 lbs 400 ft 1,750 ft (in trunk) Passenger or 4,000 lbs 640 ft 2,750 ft cargo van Small box van 10,000 lbs 860 ft 3,750 ft or truck Large box van or water/fuel 30,000 lbs 1,240 ft 6,500 ft truck 1,570 ft Semi-trailer 60,000 lbs 7,000 ft

- † Based on the amount of material (TNT equivalent) that could reasonably fit variations are possible.
- †† Governed by the ability of an unreinforced building to withstand severe damage or collapse.
- ††† Governed by the greater fragment throw distance or glass breakage and falling glass hazard distance.

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EVALUATE

EVACUATE

COMMAND