

Verdugo Fire Communications Center

Policy & Procedures Manual



Section Five

Assignments

CHANGE LOG

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I. ASSIGNMENTS – INTRODUCTION

This section addresses the specific area of how resources are assigned and responses are generated for day-to-day dispatch purposes. Many of the response assignments have been developed and further refined over a number of years, sometimes decades, based upon community necessity or to meet operational goals/objectives – such as service levels. These assignments are not arbitrary and involve a great deal of planning and mutual discussion between agencies within Area C.

The formation of response levels and amount of resources are also reviewed by the Operations Committee and Task Force Committee to help determine whether goals and service levels are being met, and subsequently, whether assignments should be modified to meet those objectives.

II. LIFE OVER PROPERTY POLICY

When multiple incidents are pending for dispatch, Emergency Medical Services (EMS) incidents shall be dispatched prior to any incidents for the categories of Fire or Service or Other, regardless of which type of incident was entered for dispatch first. EMS incidents shall always have priority.

III. CITY BOUNDARY POLICY

If an emergency incident is received on a City boundary line within a distance of two-hundred (200) feet or on a shared street, frontage property, or adjacent to another jurisdiction – or – **should any doubt exist**, the normal Type Code assignment for the incident shall be dispatched and the adjacent Fire Department or corresponding agencies also notified of both the incident and related response – immediately.

IV. VAGUE OR UNCERTAIN LOCATIONS POLICY

If two or more calls are received reporting the same incident, but at different locations which are not in close proximity; or if a call is received from an informant who is uncertain of an address or location (e.g., not knowing if an address is north, south, east, or west and cross-street is unknown), or there are multiple address recommendations with no known city, etc., - units shall be dispatched to both locations.

V. OUT OF JURISDICTION POLICY

- A. Any request for a response received from any agency which is not covered by protocol, Automatic or Mutual Aid agreement, shall cause the Operations Battalion Chief on-duty to be contacted for approval prior to any resources being dispatched for the request.

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- B. If a request is made for specific jurisdictional fire or paramedic resources to respond outside of city limits/boundaries by local Police Departments within the system, that request shall be honored and the appropriate equipment dispatched.

VI. EMS POLICY – INFANTS AND TODDLERS

- A. Per Department of Health Services (DHS) policy, any infant under 12 months shall be transported under **ALL** circumstances, and children aged 12-36 months shall have at minimum, Base Contact or transport by paramedics.
- B. Calls received involving infants or toddlers shall cause a dispatch of appropriate resources – irrelevant of the caller’s wishes – i.e., contact with Poison Control or other measures which might otherwise result in a non-dispatched incident.

VII. CODE 2 RESPONSES/REQUESTS POLICY [Non-Emergency]

- A. Citizens request for no lights/sirens – the Call-Taker shall enter the request verbiage into the text area of the incident at time of initial entry of the request. There shall be no verbal broadcast across the radio.
- B. Police request for no lights/sirens – the Call-Taker shall enter the request verbiage into the text area of the incident at time of initial entry of the request. There shall be a verbal broadcast across the radio by the Dispatcher at initial dispatch.
- C. Additional resources requested by units already on-scene and to respond Code 2 – There shall be a verbal broadcast across the radio by the Dispatcher on the subsequent dispatch.
- D. Aside from the previously noted policy statements, at no time shall Verdugo personnel direct any resources to respond Code 2 on any dispatched incidents. It is the responsibility of Company Officers to use their own discretion as to how they will respond to an incident.

VIII. FIRE ALARM POLICY

- A. A dispatch shall be made to all reported Fire Alarms regardless of source or cause.
- B. Requests to cancel by responsible parties’ on-scene or the alarm company, due to subscriber error or code cancellation will not be accepted.
 - 1. This is to confirm that there is no fire and to ensure all alarm calls are documented for cost recovery on false alarms.
- C. The responding company shall be notified of all supplemental information received regarding the activation (e.g., cause, location, type, reset, RP on-scene/enroute etc.)
- D. Exception to policy – There is no dispatch on the following types of alarms:

1. **Tamper**
2. **Trouble**
3. **Valve Supervision**

Alarms of this type received need to be handled by the Central Station or monitoring company.

- E. Verdugo does not accept notifications from businesses, occupants, service technicians, etc., that they are working on or testing their systems or that a drill is being conducted.
 1. The location shall be advised to notify their respective alarm company.
 2. ***They are to be advised that if a call is received, a dispatch will be made.***
- F. Notifications of a fire sprinkler system that is broken, being serviced, etc., will be entered into Premise History (PIN) for the exact time/duration that the system is down.

IX. UNIFIED RESPONSE POLICY

Unified Response, the agreement established in 2006 between the eleven (11) agencies comprising all Fire Departments within Area C, allows for the dispatch of the closest **Fire** resources to an incident, regardless of the incident location or jurisdiction. This system objective is achieved in one of three (3) ways utilizing the Computer Aided Dispatch System (CAD) or Radio System:

- A. Fire Station Order (FSO) – a static method of CAD searching for the required pieces of apparatus for a particular type code/response through up to fifty (50) fire stations.
- B. Automatic Vehicle Routing & Recommendation (AVRR) – a dynamic method of utilizing Geographic Positioning Systems (GPS) and Automatic Vehicle Location Systems (AVL) to recommend the closest apparatus to an incident location based upon geographic proximity to a specific point on a map (latitude/longitude).
- C. Radio System – Dispatchers asking for available units to respond as to their availability and their geographic location relative to an incident location or field units/apparatus offering their location to assist with the systemwide goal of responding the closest apparatus to an incident.

*Any out-of-jurisdiction units (e.g., LFD, LAC, MTB, etc.) responding to incidents in Area C based on Automatic Aid Agreements **are in addition to** the default unit assignment based on type code and incident location.*

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X. CAD RECOMMENDATION POLICY

It is policy that the Computer Aided Dispatch system (CAD) provides a “recommendation” only. The computer system is only a tool for the dispatcher to utilize to assist in their skill, knowledge, and abilities to dispatch appropriate resources/personnel to an incident. It is therefore incumbent upon Fire Communications Center personnel to retain and appropriately utilize their training, experience, and knowledge of system policies and procedures, related equipment, and geography to effectively dispatch responses daily.

CAD shall never be utilized as the sole method of dispatching resources within the system when all available knowledge and information shall be used by the dispatcher to make the best possible decision to effectively create a dispatch.

XI. CAD SYSTEM

CAD utilizes a complicated but extremely fast method of assessing all available data and across a variety of internally linked tables of information to recommend available equipment/resources in milliseconds. It is achieved in one of two (2) ways:

- A. Fire Station Order (FSO)¹ – a static method of CAD searching for the required pieces of apparatus for a particular type code/response and related Priority Level through up to fifty (50) fire stations. Fire Station Order is determined as which district or fire stations would be closest to a block range of addresses or intersections “as the crow flies”.

Should CAD locate the appropriate equipment, CAD will provide a recommendation to the dispatcher based on their most current location within that particular Fire Station Order to the incident location/address and to the specific criteria of the amount and type of resources needed for the particular Type Code entered for dispatch.

1. If the unit is Available in Quarters (AIQ) at a station they will be recommended from that station based on the closest Fire Station in the Fire Station Order to the incident location/address.
2. If the unit is Available on Radio (AOR) within a district, they will be recommended from that district based on the closest district to the incident location/address.

For example, if a response for a Fire Engine is needed for a Fire Alarm (ALARM) Type Code, and the location is for “Columbia Street & Fair Oaks Avenue” in the city of South Pasadena, CAD will search through the following static Fire Station Order for the most appropriate equipment that is closest to that location:

¹ FSO – also known as a Run Card.

F	0813	81	73	31	71	91	72	74	52
34	36	39	33	51	38	63	32	61	37
25	62	22	24	106	21	20	26	105	23
107	29	27	102	28	101	11	15	16	14

For the Type Code of Fire Alarm (ALARM) the Computer-Aided Dispatch system has been pre-programmed to recommend one (1) Fire Engine. In CAD, this is designated as one (1) “E” for Engine. CAD will search through the statuses of all available resources within the established FSO, starting with South Pasadena Fire Station 81 for the first available Fire Engine. If Engine 81 was available either in quarters or in district, then the dispatcher would receive a recommendation for “E81”.

If Engine 81 was already assigned to another call or for some reason not available to respond, then CAD would search through Alhambra Fire Station 73 for the first available Fire Engine. If Engine 73 was not available and another Alhambra Fire Engine was either in District 73 or in quarters at Fire Station 73, then that available Fire Engine would be recommended.

If neither South Pasadena Fire Engine 81 nor Alhambra Fire Engine 73 were available then CAD would search Pasadena Fire Station 31 for the first available Fire Engine, and so on, until it is able to provide a recommendation of the closest resource to the incident location.

This is a simplified explanation of how CAD provides an FSO recommendation – it is however not ideal and has drawbacks:

- The actual physical location of resources may be farther away from the incident than what is recommended, while those resources not recommended may actually be closer.
- Resources may identify by radio transmission to a dispatcher that they are closer to an incident or closer than another unit already responding, when in fact they are not.
- Switching of resources after a recommended dispatch can cause confusion and lead to dispatch errors based on either misinformation or improper status of resources.

B. Automatic Vehicle Routing & Recommendation (AVRR) – this software system works in conjunction with CAD and Geographic Positioning System (GPS) devices and Automatic Vehicle Location (AVL) software. It is a dynamic method of recommending appropriate resources based upon a Type Code and related Priority Level to an incident location based upon the resources geographic proximity to a specific point on a map (latitude/longitude).

XII. CAD DEFINITION TABLE

CAD ID	CAD DEFINITION	CAD ID	CAD DEFINITION
D	- SNMRA (RA91-AA in PAS)	BS	- Battalion Chief - SPS
E	- Engine	BV	- Battalion Chief - Vernon
G	- Rescue Cushion (spec. manning)	BY	- Battalion Chief - Compton
J	- Training	BZ	- Battalion Chief - Santa Fe Springs
K	- US Forest Service (USFS)	CH	- Fire Chief
M	- Medical	CM	- Comm. Ops / Radio Service
N	- Information Officer	E3	- Engine - Type III
O	- Vacant	EB	- Engine - Brush (special manning)
P	- Patrol	EC	- Engine – LAC
Q	- E281 (special manning) - OBSOLETE	ED	- Engine - Downey
T	- Truck	EL	- Engine – LFD
U	- Utility	EO	- Engine - OES
V	- Crash Unit (Airport)	EP	- Engine BLS - PAS
X	- Misc. unit/personnel	EQ	- Engine – MTB
Y	- Misc. non-response	ES	- Emergency Services
AA	- Air Utility - ARC	EV	- Engine - Vernon
AC	- Assistant Fire Chief	EW	- Engine – Warner Bros Studios
AG	- Air Utility – GLN	EX	- Explorer
AM	- Ambulance – BLS	EY	- Engine - Compton
AP	- BLS Ambulance - PAS	EZ	- Engine - Santa Fe Springs
AR	- BLS Ambulance – SGB	FA	- Fire Administration
AS	- Air Utility - SPS	FM	- Fire Marshall
AU	- Air Utility	FP	- Fire Prevention
B*	- Battalion Chief (wildcard search)	HB	- Hazmat Unit - BRK
BA	- Battalion Chief - ARC	HC	- Hazmat Unit - LAC
BB	- Battalion Chief - BRK	HE	- Helicopter - EMS
BC	- Battalion Chief	HF	- Helicopter - Fire
BD	- Battalion Chief - Downey	HG	- Hazmat Unit - GLN
BG	- Battalion Chief – GLN	HL	- Helicopter – Law (police)
BH	- Battalion Chief - ALH	HM	- Hazmat Unit
BI	- Battalion Chief - SMD	HP	- Hazmat - PAS
BM	- Battalion Chief - MRV	HR	- Heavy Rescue
BN	- Battalion Chief - SMN	HV	- Hazmat - Vernon
BO	- Battalion Chief - MPK	HZ	- Hazmat - Santa Fe Springs
BQ	- Battalion Chief – MTB	LF	- Light Force (1E / 1T)

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CAD ID	CAD DEFINITION	CAD ID	CAD DEFINITION
BP	- Battalion Chief - PAS	IN	- Investigator
BR	- Battalion Chief - SGB	PA	- Paramedic Engine - ARC
PB	- Paramedic Engine - BRK	SF	- Safety Officer
PD	- Paramedic Engine - Downey	SM	- Squad Paramedic - MRV
PE	- Paramedic Engine	SQ	- Squad Paramedic
PG	- Paramedic Engine - GLN	SV	- Squad Paramedic - Vernon
PH	- Paramedic Engine - ALH	SY	- Squad Paramedic - Compton
PI	- Paramedic Engine - SMD	SZ	- Squad Paramedic - Santa Fe Springs
PM	- Paramedic Engine - MRV	T*	- Truck wildcard search
PN	- Paramedic Engine - SNM	TA	- Truck - ARC
PO	- Paramedic Engine - MPK	TB	- Truck - BRK
PP	- Paramedic Engine - PAS	TC	- Truck - LAC
PQ	- Paramedic Engine - MTB	TD	- Truck - Downey
PR	- Paramedic Engine - SGB	TF	- Task Force (2E / 1T)
PS	- Paramedic Engine - SPS	TG	- Truck - GLN
PV	- Paramedic Engine - Vernon	TH	- Truck - ALH
PY	- Paramedic Engine - Compton	TI	- Truck - SMD
PZ	- Paramedic Engine - Santa Fe Springs	TL	- Truck - LFD
QA	- Quint - ARC	TM	- Truck - MRV
QB	- Quint - BRK	TN	- Truck - SNM
QG	- Quint - GLN	TO	- Truck - MPK
QH	- Quint - ALH	TP	- Truck - PAS
QI	- Quint - SMD	TQ	- Truck - MTB
QM	- Quint - MRV	TR	- Truck - SGB
RD	- Rescue Ambulance - Downey	TS	- Truck - SPS
RG	- Rescue Ambulance - GLN	TV	- Truck - Vernon
RH	- Rescue Ambulance - ALH	TY	- Truck - Compton
RI	- Rescue Ambulance - SMD	TZ	- Truck - Santa Fe Springs
RN	- Rescue Ambulance - SNM	U*	- USAR (wild card search)
RO	- Rescue Ambulance - MPK	UA	- USAR - ARC
RP	- Rescue Ambulance - PAS	UB	- USAR - BRK
RQ	- Rescue Ambulance - MTB	UC	- USAR - LAC
RR	- Rescue Ambulance - SGB	UD	- USAR - Downey
RS	- Rescue Ambulance - SPS	UG	- USAR - GLN
RV	- Rescue Ambulance - Vernon	UH	- USAR - ALH
RX	- Rescue Ambulance	UI	- USAR - SMD

RY	- Rescue Ambulance - Compton	UM	- USAR - MRV
RZ	- Rescue Ambulance - Santa Fe Springs	UN	- USAR - SNM
SD	- Squad Paramedic - Downey	UO	- USAR - MPK
UP	- USAR - PAS		
UR	- USAR - SGB		
US	- USAR - SPS		
UV	- USAR - Vernon		
WT	- Water Tender		
XX	- Red Cross		
Z	- E291 (special manning) - OBSOLETE		

XIII. CAD ASSIGNMENTS & RECOMMENDATIONS – A PRIORITY SYSTEM

Incidents are dispatched based upon Life over Property Policy and in conjunction with Unified Response Agreements/Policy for closest Fire resources to an incident regardless of location or jurisdiction. Thereafter, resources are assigned by level of priority and subsequently dispatched upon that priority level and/or any underlying Automatic-Aid/Mutual-Aid Agreements.

A. Exceptions/Notations:

1. An RA may be substituted by a Paramedic Squad or Paramedic Engine based on unit availability and incident location. A patient transport component shall also be dispatched when a Paramedic Squad or Engine are dispatched.
2. On Priority 3 and 5 EMS calls, in cities without trucks, the home engine or next-closest out-of-city engine will be dispatched.
3. On incident type codes marked with an (*), law enforcement is requested at time of dispatch.

B. CAD software will utilize the two methods of recommending resources utilizing a static model (FSO) and a dynamic model (AVRR). Additionally, it utilizes the CAD Definitions Table, and Fire Response List (FRL), to provide the appropriate type and amount of equipment. Furthermore, the Type Code Table provides for the pre-programming of what type of equipment and amount should be recommended as well as what priority level the incident should have. CAD performs this recommendation process in milliseconds.

C. Any Out-of-Jurisdiction units (Los Angeles County, Los Angeles City, U.S. Forest Service, etc.) responding to incidents in Area C based upon Automatic Aid Agreements are in **addition** to the default assignments which are based upon Type Code and incident location.

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D. Priority One Assignments:

Priority one assignments are first-priority rescue incidents. Unit assignments will vary based on type code. If the home RA, SQ or PE is not available, an out-of-city RA, SQ or PE shall be dispatched to all full assignment incidents.

TYPE CODE	DESCRIPTION	RESPONSE
ALERT2	Emergency Landing at the Airport	3E 1T 3CR 1RA 1BC = 3 Engines 1 Truck 3 Airport Crash Units 1 Rescue Ambulance 1 Battalion Chief
Note: Only used for Airport responses		
ALERT3	Plane Accident, Down or Fire	3E 2T 3CR 2RA 1BC = 3 Engines 2 Trucks 3 Airport Crash Units 2 Rescue Ambulances 1 Battalion Chief
Note: Only used for Airport responses		
PERSON	Person on Fire	1E or 1T and 1RA = 1 Engine <u>or</u> 1 Truck <u>and</u> 1 Rescue Ambulance
PLANE*	Plane Accident, Down or Fire	3E 2T 2USR 2RA 2BC 1HL = 3 Engines 2 Trucks 2 Urban Search & Rescues 2 Rescue Ambulances 2 Battalion Chiefs 1 Helicopter
Note: Only used for <u>off</u> Airport property responses		
TCSTR*	Vehicle into a Structure	3E 1T 1RA 1BC = 3 Engines 1 Truck 1 Rescue Ambulance 1 Battalion Chief

E. Priority Two Assignments:

Priority two assignments are second-priority heavy rescue incidents. Unit assignments will vary based on type code. If the home RA, SQ or PE is not available, an out-of-city RA, SQ or PE shall be dispatched to all full assignment incidents.

TYPE CODE	DESCRIPTION	RESPONSE
BUILD	Building Collapse Rescue	1E 1T 2USR 1RA 1BC = 1 Engine 1 Truck 2 Urban Search & Rescues 1 Rescue Ambulance 1 Battalion Chief
CONFIN	Confined Space Rescue	1E 1T 2USR 1HM 1AU 1RA 1BC = 1 Engine 1 Truck 2 Urban Search & Rescues 1 Hazardous Material Unit 1 Air Utility 1 Rescue Ambulance 1 Battalion Chief
Note: Person down in sewers, Tanks, Rail Tank cars, Electrical Vaults, etc.		
DERAIL*	Train Derailment	3E 2T 2USR 1HM 2RA 2 BC = 3 Engines 2 Trucks 2 Urban Search & Rescues 1 Hazardous Material Unit 2 Rescue Ambulances 2 Battalion Chiefs
EXPLO*	Explosion Seen or Heard	3E 2T 1USR 2HM 1RA 1 BC = 3 Engines 2 Trucks 1 Urban Search & Rescue 2 Hazardous Material Units 1 Rescue Ambulance 1 Battalion Chief
HANG*	Person Hanging	1E 1T 1RA 1BC = 1 Engine 1 Truck 1 Rescue Ambulance 1 Battalion Chief
JUMPER*	Person Threatening to Jump	2E 1T 1RC 1RA 2BC (+Sta 32) = 2 Engines 1 Truck 1 Rescue Cushion 1 Rescue Ambulance 2 Battalion Chiefs (Station 32 resources)
Note: Station 32 will respond in addition to the full assignment to set up the Rescue Cushion		
MTNRES	Mountain Rescue	1E 1T 1USR 1RA 1BC = 1 Engine 1 Truck 1 Urban Search & Rescue 1 Rescue Ambulance 1 Battalion Chief
Note: Persons, Bikers, Hikers, Equestrian Falls, Injured, Trapped, or unable to descend mountainous terrain.		

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RESCUE	Rescue	1E 1T 1RA 1BC = 1 Engine 1 Truck 1 Rescue Ambulance 1 Battalion Chief
RESFWY	Rescue on the Freeway	1E 1T 1RA 1BC (1E each direction on the freeway) = 1 Engine 1 Truck 1 Rescue Ambulance 1 Battalion Chief (+ 1 additional Engine is sent in the opposite direction)
Note: Overturned vehicles, Persons trapped, TC with fire, Vehicles over the side of the freeway, Vehicle on top of another vehicle, etc.		
SWR	Swift Water Rescue	3E 2USR 1RA 1BC 1HL = 3 Engines 2 Urban Search & Rescues 1 Rescue Ambulance 1 Battalion Chief 1 Helicopter
TCRAIL*	Traffic Collision with Train	2E 1T 1RA 1BC = 2 Engines 1 Truck 1 Rescue Ambulance 1 Battalion Chief
Note: Vehicle vs. Train, Person vs. Train, etc.		
TCRES*	Traffic Collision with Rescue	1E 1T 1RA 1BC = 1 Engine 1 Truck 1 Rescue Ambulance 1 Battalion Chief
Note: On city-street, an overturned vehicle, persons trapped, TC with fire, Vehicle on top of another vehicle, etc.		
TRENCH	Trench Rescue	1E 1T 2USR 1HM 1RA 1BC = 1 Engine 1 Truck 2 Urban Search & Rescues 1 Hazardous Material Unit 1 Rescue Ambulance 1 Battalion Chief
Note: Person trapped in a geological collapse		
USAR	Urban Search and Rescue – Collapse / Extrication / Rescue	1E 1T 2USR 1RA 1BC = 1 Engine 1 Truck 2 Urban Search & Rescues 1 Rescue Ambulance 1 Battalion Chief
Note: Heavy Rescue type incidents, Vehicle over the side of mountain, hill.		
WMD*	Weapons of Mass Destruction Event	3E 2T 1USR 2HM 1AU 1RA 1BC = 3 Engines 2 Trucks 1 Urban Search & Rescue 2 Hazardous Materials Units 1 Air Utility 1 Rescue Ambulance 1 Battalion Chief

F. Priority Three Assignments:

Priority 3 assignments are first-priority EMS incidents. All assignments require: 1E OR 1T AND 1RA or 1SQ or 1PE or 1AM. In cities with no trucks, Engines will only be dispatched; if the home Engine company is not available, the next-closest out-of-city Engine company will be dispatched. If home ALS resources are not available, the next-closest ALS unit will be dispatched based on any underlying EMS Auto-Aid Agreements.

TYPE CODE	DESCRIPTION	RESPONSE
ALERGY	Allergic Reaction	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
ALOC	Altered Level of Consciousness	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
ASLT*	Assault Victim	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
BREATH	Shortness of Breath	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
BURN	Burn Victim	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
CHEST	Chest Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
CHOK	Person Choking	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
DIAB	Diabetic Problem	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
DOWN*	Person Down	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or

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		1 Paramedic Engine or 1 Private Ambulance
DROWN	Drowning/Diving Accident	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
EMSFYW*	EMS on the Freeway	1E or 1T and 1RA or 1SQ or 1PE or 1AM (+ 1E each direction= 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance (+ 1 additional Engine is sent in the opposite direction)
ENGRA	Misc. Response for an Engine/RA	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
EXPOS	Exposure – Heat or Cold	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
FALL1	Fall – Major	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
GIB	G.I. Bleed	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
GSW*	Gun Shot Wound	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
HEART	Heart Problem	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
NOTBR*	Person not Breathing	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance

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OBYN	Obstetrics/Gynecological	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
OD*	Overdose	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
SEIZ	Person in Seizure	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
SHOCK	Electrical Shock Injury	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
STAB*	Person Stabbed	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
STEMI	STEMI Hospital Transfer	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
STROKE	CVA-Neurological	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
SYNCO	Syncope / Fainted Now Conscious	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TC*	Traffic Collision	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TCBIKE*	Traffic Collision with Bicycle	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TCFUEL*	Traffic Collision with Fuel Spill	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or

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		1 Paramedic Engine or 1 Private Ambulance
TCFWY*	Traffic Collision on the Freeway	1E or 1T and 1RA or 1SQ or 1PE or 1AM (+ 1E each direction= 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
Note: + 1 additional Engine is sent in the opposite direction		
TCMC*	Traffic Collision with Motorcycle	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TCNON*	Non-Injury Traffic Collision	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
Note: No Fire Department response – Police Dept. notification only		
TCPED*	Traffic Collision with Pedestrian	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TOXIC	Ingestion-Poisoning-Inhalation	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TR1	Severe Trauma	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
UNCON	Person Unconscious	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance

G. Priority Four Assignments:

Priority four assignments are first-priority fire or hazardous materials incidents. Unit assignments will vary based on type code. If the home RA, SQ or PE is not available, an out-of-city RA, SQ or PE shall be dispatched to all full assignment incidents.

TYPE CODE	DESCRIPTION	RESPONSE
APT	Apartment House Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
BRUSH	Brush Fire	1E or 5E 1RA 2BC 1HL = 1 Engine <u>or</u> 5 Engines AND 1 Rescue Ambulance 2 Battalion Chiefs 1 Helicopter
Note: 1E will be dispatched to non-brush locations Full brush assignments are sent to brush areas Automatic Brush Fire notification (Paging System) Truck Companies may not be dispatched (even if homes are threatened) without express authorization by the I.C. or a Chief Officer.		
BRUSHF	Brush Fire – Full Assignment	5E 1RA 2BC 1HL = 5 Engines 1 Rescue Ambulance 2 Battalion Chiefs 1 Helicopter
Note: Full Brush Assignment regardless of geographic location Automatic Brush Fire notification (Page system)		
GARAGE	Garage Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
GMAIN	Broken Gas Main	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
Note: Broken Gas Meter		
HAZMAT	Hazardous Materials Response	2E 1T 2HM 1RA 1AU 1BC = 2 Engines 1 Truck 2 Hazardous Materials 1 Rescue Ambulance 1 Air Utility 1 Battalion Chief
HOUSE	House Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief

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STR	Structure Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
VAULT	Electrical Vault Fire	1E = 1 Engine
VEG	Vegetation Fire	1E or 5E 1RA 2BC = 1 Engine <u>or</u> 5 Engines 1 Rescue Ambulance 2 Battalion Chiefs
<p>Note: 1E will be dispatched to all <u>non-brush</u> locations Full brush assignments are sent to brush areas No Brush Fire notification Truck Companies may not be dispatched (even if homes are threatened) without express authorization by the I.C. or a Chief Officer.</p>		
VEGFWY	Vegetation Fire on the Freeway	1E or 5E 1RA 2BC 1HL = 1 Engine <u>or</u> 5 Engines 1 Rescue Ambulance 2 Battalion Chiefs 1 Helicopter
<p>Note: 1E will be dispatched to all <u>non-brush</u> locations Full brush assignments are sent to brush areas No Brush Fire notification Truck Companies may not be dispatched (even if homes are threatened) without express authorization by the I.C. or a Chief Officer.</p>		
VEHSTR	Vehicle Fire in a Structure	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief

H. Priority Five Assignments:

Priority five assignments are second-priority EMS incidents All assignments require: 1E OR 1T AND 1RA or 1SQ or 1PE or 1AM. In cities with no trucks, Engines will only be dispatched; if the home Engine company is not available, the next-closest out-of-city Engine company will be dispatched. If home ALS resources are not available, the next-closest ALS unit will be dispatched based on various EMS Auto-Aid Agreements.

NOTE: Units dispatched and responding to a Priority 5 EMS incident may be re-routed to Priority 3 EMS incident based on the incident location, unit availability, and system activity.

TYPE CODE	DESCRIPTION	RESPONSE
ABD	Abdominal Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
BACK	Back Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
BITE*	Animal / Human / Stings	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
DIZZY	Person Dizzy	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
EMS	EMS Call – No Details – Police Department On Scene	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
EYE	Eye Injury	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
FALL2	Fall – Minor	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
HEADPN	Head Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance

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LAW*	Police Department Assist – Standby	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
Note: A single engine may be dispatched, dependent upon PD needs Barricaded Suspect, Serving Warrant, Scene lighting, Body retrieval, etc.		
MED	Miscellaneous Medical	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
MEDALR	Medical Alarm Activation	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
NOSE	Nose Bleed – Non-Traumatic	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
PSYCH*	Psychiatric	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
RA	Miscellaneous Response for Single Rescue Ambulance	1RA = 1 Rescue Ambulance
SICK	Person Sick	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
TR2	Minor Trauma	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
UNKMED	Unknown Medical	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
WELFAR	Investigate the Welfare	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine or 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance

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ABD	Abdominal Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
BACK	Back Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
BITE*	Animal / Human / Stings	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
DIZZY	Person Dizzy	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
EMS	EMS Call – No Details – Police Department On Scene	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
EYE	Eye Injury	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
FALL2	Fall – Minor	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
HEADPN	Head Pain	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
MED	Police Department Assist – Standby	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
MEDALR	Miscellaneous Medical	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or 1 Paramedic Engine or 1 Private Ambulance
NOSE	Medical Alarm Activation	1E or 1T and 1RA or 1SQ or 1PE or 1AM = 1 Engine <u>or</u> 1 Truck AND 1 Rescue Ambulance or 1 Squad or

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1 Paramedic Engine or 1 Private Ambulance

I. Priority Six Assignments:

Priority six assignments are second-priority fire incidents. Unit assignments will vary based on type code. If home RA, SQ or PE is not available, an out-of-city RA, SQ or PE must be dispatched to all full assignment incidents.

TYPE CODE	DESCRIPTION	RESPONSE
ALARMF	Fire Alarm – Full Assignment	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
Note: Fire alarm activated with an odor of smoke, smoke visible.		
APPL1	Appliance Fire - Major	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
Note: Free-standing appliances – stoves, ovens, dishwashers, dryers, washing machines, etc.		
APPL2	Appliance Fire – Minor	2E 1T 1RA 1BC = 2 Engines 1 Truck 1 Rescue Ambulance 1 Battalion Chief
Note: Counter-top appliances – microwaves, toasters, fryers, etc.		
ELECF	Electrical Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
Note: Electrical fixtures smoke or sparking, odor of electrical burning		
FLOW	Fire Sprinkler Activation	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
Note: Fire Sprinklers flowing – unknown cause for activation		
FULL	Miscellaneous Response – Full Assignment	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief

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GASI	Odor of Natural Gas Inside	3E 1T 1RA 1BC = 3 Engines 1 Truck 1 Rescue Ambulance 1 Battalion Chief
RAIL	Train Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief
SMOKEI	Smoke in a Structure	2E 1T 1RA 1BC = 2 Engines 1 Truck 1 Rescue Ambulance 1 Battalion Chief
UNKF	Unknown Type Fire	3E 2T 1RA 1BC = 3 Engines 2 Trucks 1 Rescue Ambulance 1 Battalion Chief

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J. Priority Seven Assignments:

Priority seven assignments are service based incidents. Assignments vary based on type code: single engine; single engine or single truck (whichever is closest); engine and truck; truck response first. NOTE: In cities without trucks, the home engine or next-closest out-of-city engine will be dispatched. The “**” indicates this assignment.

TYPE CODE	DESCRIPTION	RESPONSE
ALARM	Fire Alarm	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
Note: At city specific target hazards, 1E <u>and</u> 1T will be dispatched, if a Truck is not available, then two (2) Engines will be dispatched.		
ANIMAL	Animal Rescue	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
Note: Automatic Animal Control Notification		
ARC	Arcing Wires	1E = 1 Engine
BEES	Bee Investigation	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
Note: No response by Fire Departments on private property. Bee Attacks = RESCUE type code.		
BIO	Bio-Hazard Investigation	1E = 1 Engine
CARBON	Carbon Monoxide Alarm	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
CHEMO	Chemical Outside	1E = 1 Engine
CROWD	Investigate an Overcrowding	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
DAMAGE	Damage Investigation	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
ELEV	Elevator Rescue	1E <u>and</u> 1T** = 1 Engine <u>and</u> 1 Truck**
ENG	Miscellaneous Response for a Single Engine	1E = 1 Engine
ENGTRK	Miscellaneous Response for a Single Engine / Single Truck	1E <u>and</u> 1T** = 1 Engine <u>and</u> 1 Truck**

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FLOOD	Major Flooded Condition	1E and 1T** = 1 Engine and 1 Truck**
Note: Standing water		
FNO	Fire Now Out	1E = 1 Engine
FUEL	Fuel Spill	1E = 1 Engine
FWORKS	Fireworks Investigation	1E = 1 Engine
Note: Automatic Fire Department response on July 4th only – all other dates are handled by the Police Dept.		
GASO	Odor of Natural Gas Outside	1E = 1 Engine
HAZARD	Investigate a Hazardous Condition	1E or 1T** = 1 Engine or 1 Truck**
HYD	Flowing / Gushing / Sheared Hydrant	1E and 1T** = 1 Engine and 1 Truck**
Note: Automatic notification is made to Water Department or Public Works Department		
IA	Initial Action Requested	Assignment structured as needed/requested
ILLEG	Illegal Burning	1E = 1 Engine
LOCK	Person Locked In / Out	1E or 1T** = 1 Engine or 1 Truck**
MALF	Malfunction	1E or 1T** = 1 Engine or 1 Truck**
MUD	Mudslide Investigation	1E or 1T** = 1 Engine or 1 Truck**
ODOR	Odor Investigation	1E or 1T** = 1 Engine or 1 Truck**
OUT	Miscellaneous Outdoor Fire	1E or 1T** = 1 Engine or 1 Truck**
OUTFWY*	Misc. Outdoor Fire on the Freeway	1E = 1 Engine (1 Engine is sent in each Direction)

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POLE	Transformer / Street Light Fire	1E = 1 Engine
Note: Automatic notification is made to Power Department or Power Company		
PUBLIC	Public Assist	1E = 1 Engine
REFRIG	Abandoned Refrigerator	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
REFUSE	Refuse Fire	1E = 1 Engine
RESET	Fire Alarm Reset	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
ROOF1	One Story Roof Check	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
ROOF2	Two Story Roof Check	1T** = 1 Truck**
SMOKEO	Investigate Smoke in the Area	1E = 1 Engine
THREAT*	Bio-Chemical Threat	1E <u>or</u> 1T** <u>and</u> 1 HM = 1 Engine <u>or</u> 1 Truck** and 1 Hazardous Material Unit
TRK	Miscellaneous Response for a Single Truck	1T** = 1 Truck**
VEH	Vehicle Fire	1E = 1 Engine
VEHFWY*	Vehicle Fire on the Freeway	1E = 1 Engine (1 Engine is sent in each Direction)
WATER	Minor Flooding	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
WIRES	Wires Down	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**
Note: Automatic notification is made to Power Department or Power Company – No Fire Department response on Telephone/Cable wires down – Informant or residence must make the proper notification.		
WMAIN	Broken Water Main	1E <u>and</u> 1T** = 1 Engine <u>and</u> 1 Truck**

K. Priority Eight Assignments:

A priority eight assignments is a service based incident. A single engine or single truck (whichever is closest) will be dispatched. **In cities without trucks, the home engine or next-closest out-of-city engine will be dispatched.

TYPE CODE	DESCRIPTION	RESPONSE
INVL	Assist the Invalid	1E <u>or</u> 1T** = 1 Engine <u>or</u> 1 Truck**

L. Priority Nine Assignments:

Priority nine assignments are assignments created in CAD to show as potentially active but not part of day-to-day operations. Other assignments are for non-dispatched events but need documentation. Assignments may vary based on type code: single engine; single engine or single truck (whichever is closest); engine and truck; truck response first. NOTE: In cities without trucks, the home engine or next-closest out-of-city engine will be dispatched. The “**” indicates this assignment.

TYPE CODE	DESCRIPTION	RESPONSE
ADV	Advised – Non-Dispatched Call	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
ALERT1	Airport Standby	3CR = 3 Crash Units (Standby)
Note: No initial response by Fire Department Incident created in CAD with Crash units only and then closed upon advisement by Airport Fire to cancel.		
BOMB	Bomb Threat	1E <u>or</u> 1T** 1RA 1BC = 1 Engine <u>or</u> 1 Truck** 1 Rescue Ambulance 1 Battalion Chief
MUTUAL	Mutual Aid Request	As needed or requested – Assignment is dependent on resource type and need
BST1 (thru nn)	Brush Strike Team XLC-120n-n	As needed or requested – Assignment is dependent on resource type and need. Normally, 5E (5 Engines) and 1BC (Strike Team Leader)
Note: Normally used for Strike Team Requests		
BSTMIX	Brush Strike Team – Mixed Area	As needed or requested – Assignment is dependent on resource type and need. Normally, 5E (5 Engines) and 1BC (Strike Team Leader)

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Note: Normally used for Strike Team Requests – Out of Area C Formations		
OVERHD	Overhead Mutual Aid Request	As needed or requested – Assignment is dependent on resource type and need
Note: Normally used for Single Resource / Overhead Requests through ROSS		
BSTOES	OES Engine Strike Team	As needed or requested – Assignment is dependent on resource type and need. Normally, 5E (5 Type 3 Engines) and 1BC (Strike Team Leader)
Note: Normally used for Strike Team Requests		
CADTST	CAD Station Alerting Test	Utilized to create/simulate an actual dispatch for testing purposes only of a Fire Station Alerting system.
CHP	Transfer/Notify CHP	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
DEMO	Fire Extinguisher Demonstration	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
EVENT	Special Event	As needed or requested – Assignment is dependent on resource type and need
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only. May be used as a “Master Event Number” – i.e., Rose Bowl, Rose Parade, large scale pre-planned events.		
FD	Transfer to another Fire Department	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
FIRETR	Fire Training	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
NOTIF	Miscellaneous Notification	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
OUTAGE	Power Outage	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		

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PD	Transfer to Police Department	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
TEST	Fire Alarm Testing	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
VERIFY	Address Verification	None
Note: No initial response by Fire Department Incident created in CAD for documentation purposes only.		
WT	Water Tender Request	As needed or requested – Assignment is dependent on resource type and need. Normally, 1WT = 1 Water Tender
WTOES	OES Water Tender Request	As needed or requested – Assignment is dependent on resource type and need. Normally, 1WT = 1 Water Tender

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XIV. MULTIPLE ALARM ASSIGNMENTS

- A. Under Unified-Response, and ideal conditions, Verdugo can dispatch up to five alarms on structure fire related incidents and up to four alarms on brush fire related incidents. This would still allow for key station coverage in Area C.
1. A subsequent alarm can only be requested on **structure** fire or **brush** fire type incidents.
- B. Structure Fire Assignments – Subsequent alarm assignments for **APT, GARAGE, HOUSE, STR, VEHSTR, ALARMF, APPL1, ELECF, FLOW, FULL, RAIL, SMOKEI, UNKF** fire incidents are as follows:
1. 2nd Alarm – 3E | 1T | 1AU | 1BC
 2. 3rd Alarm – 3E | 1T | 1BC
 3. 4th Alarm – 3E | 1T | 1BC
 4. 5th Alarm – 3E | 1T | 1BC
- C. Structure Fire Assignments – Subsequent alarm assignments for **APPL2** fire incidents are as follows:
1. 2nd Alarm – 2E | 1T | 1AU | 1BC
 2. 3rd Alarm – 2E | 1T | 1BC
 3. 4th Alarm – 2E | 1T | 1BC
 4. 5th Alarm – 2E | 1T | 1BC
- D. Brush Fire Assignments - Subsequent alarm assignments for **BRUSH, BRUSHF, VEG** and **VEGFWY** incidents are as follows:
1. 2nd Alarm – 5E | 1WT | 1BC
 2. 3rd Alarm – 5E | 1BC
 3. 4th Alarm – 5E | 1BC
- E. On any other full assignment type incident, e.g. **Priority 1** and **2** incidents; **HAZMAT; GMAIN** and **GASI** – the *AMOUNT and TYPE of additional equipment needed must be specifically requested by the IC.*

XV. MANUAL MODE ASSIGNMENTS

- A. The following default assignments are to be used when Verdugo is in Manual Mode operations (e.g., the CAD System is non-operational). Default assignments may be increased or decreased at the request of Chief Officers, Company Officers, or FCSS.
 - 1. These assignments are based on Type Code Priority with one pre-established default assignment per priority level.
 - a. Note: An “*” indicates that an RA may be substituted with a Paramedic Squad or Paramedic Engine based on unit availability/unit location.
- B. Priority 1 Incidents = **3E | 1T | 1RA* | 1BC** (include 2 USAR units on USAR/SWR incidents)
- C. Priority 2 Incidents = **1E | 1T | 1RA* | 1BC** (include 2 USAR units on USAR/SWR incidents)
- D. Priority 3 Incidents = **1E or 1T | 1RA***
- E. Priority 4 Incidents = **3E | 1T | 1RA | 1BC** (STR – Structure incidents)
 - 5E | 1BC** (BRUSH – Brush incident/area)
 - 1E** (BRUSH/VEG – non-brush area incident)
 - 2E | 1T | 1HM | 1AU | 1RA* | 1BC** (HAZMAT – HazMat incident)
- F. Priority 5 Incidents = **1RA***
- G. Priority 6 Incidents = **3E | 1T | 1RA* | 1BC**
- H. Priority 7 Incidents = **1E or 1T | 1E and 1T** (based on incident needs/requirements)
- I. Priority 8 Incidents = **1E or 1T**

XVI. MOVE-UP ASSIGNMENTS | POLICY

- A. Station, jurisdictional, area, or system coverage is a vital and dynamic part of dispatch operations. Key stations – stations that have been pre-determined to be geographically key areas for coverage, and “Station Clusters” shall remain covered with resources at all times.
- B. A Key Station or Station Cluster shall be covered by one engine company
- C. Move-up/coverage shall be initiated at anytime there is a Key Station or Cluster that is uncovered.
 - 1. Immediate move-ups are to be initiated upon the dynamics of a situation or incident and are to be encouraged.
 - 2. Immediate move-ups do not require authorization from a Chief Officer in order to be affected.

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- a. A Chief Officer is unlikely to know what Verdugo’s overall system coverage is at any/all points and time.
- D. Intra-city move-ups shall be considered prior to utilizing inter-city move-ups.
- E. A Station Cluster alarm (CAD) has been set to alert the Radio Dispatcher and FCSS on conditions where areas need move-ups. A Station Cluster may include a Key Station.
 - 1. Generally, if a Station Cluster is covered, there may not be a need to cover a Key Station.
 - 2. The Station Cluster may be reviewed by using the following command: CLSTR
- F. The default move-up response mode, unless otherwise indicated/authorized by a Chief Officer, Company Officer, or Verdugo, shall be CODE 2 (no emergency lighting/siren).
- G. Key Stations:

Burbank	11	12	13	
Glendale	21	25	26	29
Pasadena	31	33	36	37
Sierra Madre	41			
San Gabriel	51			
Monterey Park	61			
Montebello	55			
Alhambra	71	74		
South Pasadena	81			
San Marino	91			
Monrovia	101			
Arcadia	105			

- H. Truck Move-Ups:
 - 1. Truck Company move-ups shall automatically be made between the cities of Burbank, Glendale, and Pasadena. Key Stations for Truck move-ups are:
 - a. BRK-Station 11 / GLN-Station 26 / PAS-Station 33
 - 2. Truck Company move-ups from Burbank, Glendale or Pasadena into any other cities shall only be at both the request **and** approval of the respective Operation’s Line Battalion Chief or their designee.

3. Truck Company move-ups from agencies that have solely one truck shall **not** be moved-up into another city unless expressly both requested **and** approved by the respective Operation's Line Battalion Chief or their designee.
4. Agencies that do not staff Truck Company's shall **not** receive a Truck Company move-up unless expressly both requested **and** approved by the respective Operation's Line Battalion Chief or their designee.
5. In the event that the FCSS or Radio Dispatcher determines that a Truck Company is needed in a particular geographic area for coverage suitability – Verdugo will request and receive approval from the respective agency's Operation's Line Battalion Chief or their designee **before** making the move-up.
6. Trucks recommended by CAD and dispatched to incidents are not considered move-ups.

XVII. EMS ASSIGNMENTS

A. Engines (E) –

1. Engine companies will *always* be dispatched prior to using a Truck Company on Priority 3 and Priority 5 EMS incidents, certain fire, and/or service calls.
2. However, if a Truck Company is closer to an EMS call than an Engine, the Truck Company shall be dispatched.

B. Paramedic Engine (PE) –

1. On any radio dispatch of a Paramedic Engine, it shall be dispatched as: "Paramedic Engine nnn"
2. Whenever a Paramedic Engine is dispatched, a patient transport component (e.g., Private Ambulance) shall also be dispatched.
3. Any unit designated as a Paramedic Engine is considered an ALS/Paramedic resource without the ability to transport patients. A Paramedic Engine must *always* be staffed with Paramedics per Department of Health Services (DHS) policy.
4. A Paramedic Engine *may* respond to an incident with only a transport component (e.g., Private Ambulance), if it is the first-in or closest unit to the incident location.
5. If the Paramedic Engine is *not* the first-in or closest company to the incident location, the first-in or closest Engine or Truck shall be dispatched with the Paramedic Engine on all EMS incidents.

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6. A Paramedic Engine may respond as both an Engine and an ALS (Advanced Life Support) resource to freeway locations, so long as all supporting/responding resources are aware that they are the paramedic resource for the incident.
7. A Paramedic Engine may not be moved up to another city as an Engine Company move-up for Key or Cluster Station coverage.
8. A Paramedic Engine shall not be moved-up into another Agency as an ALS resource, unless both expressly requested **and** approved by the respective Operation's Line Battalion Chief or their designee.

C. Rescue Ambulances (RA) –

1. Any unit designated as a Rescue Ambulance (RA) is an ALS/Paramedic resource *with* the ability to transport patients.
2. An RA may not be moved-up into another city unless expressly both requested **and** approved by the respective Operation's Line Battalion Chief or their designee.
3. RA's are considered the most valuable resource in the system due to their specialty and many requests for their services; therefore, RA's shall not be placed into an Out-of-Service condition unless:
 - a. Authorized by a Chief Officer
 - b. Mechanical reasons
 - c. Change Over to another In-Service RA
 - d. Equipment Maintenance – minor in length of detail/service
 - e. Manpower – to the extent possible that personnel are re-staffed
 - f. Radio – minor in length of detail/service
 - g. Restock at Hospital – minor in length of detail/service
4. RA personnel are required from time-to-time to attend Continuing Education (CE) at various locations. These situations generally require the RA to remain in service. The **CE** command in CAD shall be utilized to denote this condition and still allow for their availability to be dispatched. This is not an Out-of-Service condition. A notation as to their contact number, location, and duration of CE shall also be noted as part of the command and/or Unit History.

D. Squads (SQ) –

1. Any unit designated as a Squad (SQ) is an ALS/Paramedic resource *without* the ability to transport patients.
2. A Squad may not be moved-up into another city unless expressly requested **and** approved by the respective Operation's Line Battalion Chief or their designee.

3. Whenever a Squad is dispatched, a patient transport component (e.g., Private Ambulance) must also be dispatched.
4. Squads are considered a valuable resource in the system due to their specialty and many requests for their services; therefore, Squads shall not be placed into an Out-of-Service condition unless:
 - a. Authorized by a Chief Officer
 - b. Mechanical reasons
 - c. Change Over to another In-Service Squad
 - d. Equipment Maintenance – minor in length of detail/service
 - e. Manpower – to the extent possible that personnel are re-staffed
 - f. Radio – minor in length of detail/service
 - g. Restock at Hospital – minor in length of detail/service
5. Squad personnel are required from time-to-time to attend Continuing Education (CE) at various locations. These situations generally require the Squad to remain in service. The **CE** command in CAD shall be utilized to denote this condition and still allow for their availability to be dispatched. This is not an Out-of-Service condition. A notation as to their contact number, location, and duration of CE shall also be noted as part of the command and/or Unit History.

E. Unit Substitutions for EMS Incidents –

1. Units dispatched and responding to a Priority 5 EMS (BLS) incident shall be re-routed to a Priority 3 (ALS) incident based on an assessment by the Radio Dispatcher as to incident location proximity, unit availability, and system activity where/when and to the extent possible.
2. Units dispatched and responding to Priority 4 and Priority 6 Full-Assignment Fire incidents may be re-routed (if determined to be the closest units) to a Priority 3 (ALS) incident or Priority 5 (BLS) EMS incident as follows:
 - a. ALS – Priority 3 Incidents: *Only* the second-in (2nd) Engine Company and RA or SQ shall be re-routed if determined to be the closest units.
 - b. BLS – Priority 5 Incidents: *Only* the second-in (2nd) Engine Company and the *next-available* RA or SQ shall be re-routed if determined to be the closest.

F. Paramedic Definitions –

1. RESCUE AMBULANCE (ALS) Advanced Life Support Company (ALS) must have the following components to operate as a Rescue Ambulance:

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- a. All ambulances are not considered equal; the differences are ALS vs. BLS (Basic Life Support), paramedics or EMT's. When the term RA is used it generally refers to an ALS (paramedic) unit:
 - b. At least two (2) paramedics at all times. An RA can have more than two (2), but never less than. These units will always be staffed with at least two (2) paramedics.
 - c. All ALS equipment and the capability to transport. They will carry all 21 drugs, advanced airway and cardiac equipment allowing them to practice up to their level of medical training.
2. PARAMEDIC ASSESSMENT ENGINE/TRUCK COMPANY must have the following components to operate as a Paramedic Assessment Company:
- a. At least one (1) paramedic at all times. An Assessment Unit may have more than one (1), but never less than one.
 - b. A Paramedic Assessment carries only 11 of the 21 drugs, advanced airway and cardiac equipment allowing them to practice up to their level of medical training.
3. PARAMEDIC ENGINE/TRUCK COMPANY must have the following components to operate as a Paramedic Engine:
- a. At least two (2) paramedics at all times. A Paramedic Engine or Truck may have more than two (2), but never less than two. These units will always be staffed with at least two (2) paramedics.
 - b. All the equipment an ALS Ambulance has *except the capability to transport*. They will carry all 21 drugs, advanced airway and cardiac equipment allowing them to practice up to their level of medical training.
4. PARAMEDIC EXTENSION Engine or Truck Company must have the following components to operate as a Paramedic Extension Company:
- a. At least one (1) paramedic when operating as an Extension Company. This type of paramedic resource can go in and out of service as a paramedic depending on staffing. These units may vary from shift to shift.
 - b. A Paramedic Extension company only carries 1 of the 21 drugs, advanced airway and cardiac equipment allowing them to practice up to their level of medical training. Basically, IV and airway.

XVIII. EMS AUTOMATIC AND MUTUAL AID ASSIGNMENTS (AREA C)

A. There are five specific EMS Automatic-Aid agreements in place within Area C. Additionally, Area C Mutual-Aid for EMS Paramedic resources may also be invoked when any of the EMS Automatic-Aid Agreements listed below are not specifically available. These agreements are not a part of Unified Response and should not be construed as a part of that particular agreement – Unified Response covers solely Fire resources, not EMS:

1. South Pasadena and San Marino:

a. When RA81 is not available for a response in South Pasadena, RA91 shall be considered and utilized as the next-in RA. CAD has been programmed to recommend RA91 for response into South Pasadena for these occasions.

i. When RA91 is not available, refer to the 8-City Agreement.

b. When RA91 is not available for a response in San Marino, RA81 shall be considered and utilized as the next-in RA. CAD has been programmed to recommend RA81 for response into San Marino.

i. When RA81 is not available, refer to the 8-City Agreement.

c. All home/city paramedic resources shall be utilized before invoking any other EMS Automatic Aid agreement.

i. When the EMS Automatic Aid listed in this section is not available, only then refer to Area C Mutual Aid.

2. Monrovia and Arcadia:

a. When SQ101 and Paramedic Engine102 (E102) are not available for a response in Monrovia, RA105 or RA106 shall be considered and utilized as next-in (whichever unit is closest).

i. When RA105 and/or RA106 are dispatched into Monrovia, Schaeffer Ambulance (SHFR1) shall also be dispatched, as Schaeffer contractually handles patient transport for Monrovia.

ii. When RA105 and RA106 are not available, refer to the 8-City Agreement.

b. When RA105 and RA106 are not available for a response in Arcadia, SQ101 or Paramedic Engine 102 (E102) shall be considered and utilized as next-in (whichever unit is closest).

i. When SQ101 and/or PE102 are dispatched into Arcadia, Schaeffer Ambulance (SHFR1) shall also be dispatched, as Schaeffer contractually handles patient transport for Monrovia.

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- ii. When SQ101 and Paramedic Engine 102 are not available, refer to the 8-City Agreement.
 - c. All home/city paramedic resources shall be utilized before invoking any other EMS Automatic Aid agreement.
 - i. When the EMS Automatic Aid listed in this section is not available, only then refer to Area C Mutual Aid.
- 3. Pasadena and San Marino:
 - a. When all of Pasadena RA's are not available for response, RA91 shall be considered and utilized as next-in. CAD has been programmed to recommend SNMRA as a visual prompt/cue to dispatch RA91 into Pasadena.
 - i. When RA91 is not available for response, refer to the Burbank, Glendale and Pasadena EMS Agreement.
 - b. All home/city paramedic resources shall be utilized before invoking any other EMS Automatic Aid agreement.
 - i. When the EMS Automatic Aid listed in this section is not available, only then refer to Area C Mutual Aid.
- 4. Burbank, Glendale and Pasadena:
 - a. When all Burbank RA's are not available for a response, Glendale or Pasadena RA's shall be considered and utilized as next-in based on availability and proximity to the incident.
 - b. When all Glendale RA's are not available for a response, Burbank or Pasadena RA's shall be considered and utilized as next-in based on availability and proximity to the incident.
 - c. When all Pasadena RA's and San Marino RA91 are not available for response, Glendale or Burbank RA's shall be considered and utilized as next-in based on availability and proximity to the incident
 - d. At no time shall Burbank, Glendale, or Pasadena be depleted of their last RA paramedic units in order to meet their Tri-City EMS Agreement.
 - i. Example: Glendale has one RA available and Burbank needs an RA. In this case one available Pasadena RA would be dispatched into Burbank, etc.
 - e. All home/city paramedic resources shall be utilized before invoking any other EMS Automatic Aid agreement.
 - i. When the EMS Automatic Aid listed in this section is not available, only then refer to Area C Mutual Aid.

5. 8-City Agreement (SPS, SNM, SGB, MRV, ARC, SMD, MPK and ALH):
 - a. When home city RA's or other paramedic resources are not available in South Pasadena, San Marino, San Gabriel, Monrovia, Arcadia, Sierra Madre, Monterey Park, or Alhambra and respective EMS Automatic Aid are not available, the next-in paramedic resource from any of the 8-cities listed above may be dispatched to an incident.
 - b. All home/city paramedic resources shall be utilized before invoking any other EMS Automatic Aid agreement.
 - i. When the EMS Automatic Aid listed in this section is not available, only then refer to Area C Mutual Aid.
6. Area C Mutual Aid:
 - a. When any of the 11 cities in Area C do not have any paramedic resources available and respective EMS Automatic Aid are not available, Verdugo shall initiate Area C Mutual Aid as follows:
 - i. Verdugo will ascertain the closest, available paramedic resource to the incident;
 - ii. Verdugo will seek verbal approval, from a Chief Officer or their designee from the city with the available paramedic resource, for their authorization to dispatch the paramedic resource to the incident;
 - iii. Verdugo will then dispatch the paramedic resource to the incident.

XIX. MONTEBELLO OPERATING PLAN (AREA E)

XX. EMS AUTOMATIC AND MUTUAL AID ASSIGNMENTS (AREA E)

SECTION FIVE – ASSIGNMENTS

XXI. HIGH VOLUME INCIDENTS POLICY

- A. There are a number of factors that may cause a change from the standardized dispatching of resources in terms of amount and type of equipment being dispatched. These rare situations exact a toll on the system and the availability of resources. In these instances Verdugo Dispatchers are given the latitude to change response types and amounts in order to affect a response to an incident and still retain availability of resources for higher priority incidents.
- B. Specific direction may be given by a Chief Officer and/or FCSS
- C. Instances are situational and are dynamic – either escalating or de-escalating as the situation warrants and to the extent possible that resources are being used effectively.
- D. Factors may be, but are not limited to:
 - 1. Weather related events
 - 2. Earthquakes or other types of Natural Disasters
 - 3. Civil Unrest
 - 4. Special Events – i.e., Rose Parade / Rose Bowl

XXII. ENGINE / TRUCK / RESCUE AMBULANCE DESIGNATOR POLICY

- A. Primary equipment/resources used on a day-to-day basis shall retain the identification of the type of apparatus along with the station it is normally assigned to, on a daily basis:
 - 1. E.g. – a Fire Engine used daily at Fire Station 31 shall be denoted as, Engine 31
 - 2. E.g. – a Truck used daily at Fire Station 12 shall be denoted as, Truck 12
 - 3. E.g. – a Rescue Ambulance used daily at Fire Station 51 shall be, RA51
- B. Secondary equipment/resources used on a day-to-day basis shall retain the identification of the type of apparatus along with the station it is normally assigned to, on a daily basis:
 - 1. E.g. – a second Fire Engine used daily at Fire Station 31, in conjunction with Engine 31 also in-service, shall be denoted as Engine 231
 - 2. E.g. – a second Truck used daily at Fire Station 12, in conjunction with Truck 12 also in-service, shall be denoted as Truck 212
 - 3. E.g. – a second Rescue Ambulance used daily at Fire Station 51, in conjunction with RA51 also in-service, shall be denoted as RA251
- C. Reserve equipment/resources designators are used only when Primary or Secondary or possibly Tertiary are not in-service or available; they shall retain the identification of the

type of the apparatus along with the station it is normally assigned to until such time as Primary or Secondary equipment returns to normal operations:

1. E.g. – Neither E31 or E231 are being utilized due to an Out-of-Service condition or they are attached to a Brush Strike Team and out of City, but reserve equipment is being utilized in their stead; they shall be denoted as Engine 731
2. E.g. – Neither T12 or T212 are being utilized due to an Out-of-Service condition or they are attached to an incident and/or are out of City, but reserve equipment is being utilized in their stead; they shall be denoted as Truck 712
3. E.g. – Neither RA51 or RA251 are being utilized due to an Out-of-Service condition or they are attached to a Paramedic Strike Team and out of City, but reserve equipment is being utilized in their stead; they shall be denoted as RA751

XXIII. SPECIALIZED APPARATUS ASSIGNMENTS

A. Air Utility (AU) – There are three Air Utility units in Area C:

1. AU28 – Glendale – Is first-in to the cities of Burbank and Glendale. It is staffed by personnel from Station 28. Should AU28 not be available, South Pasadena AU81 or Arcadia AU106 shall be dispatched based on their availability and proximity to the incident.
2. AU81 – South Pasadena – Is first-in to the cities of South Pasadena, Pasadena, San Marino, San Gabriel, Alhambra, Monterey Park, Arcadia, Monrovia, and Sierra Madre. It is staffed by full-time personnel from Station 81. Should AU81 not be available, Glendale AU28 or Arcadia AU106 shall be dispatched based on their availability and proximity to the incident.
 - a. When E81 is on an incident (or otherwise unavailable), AU81 will be recommended for all FIRE and EMS responses in the city in lieu of the next-in engine company (e.g. AU81 alone to VEH, REFUSE, ALARM, etc. and AU81 and RA91 on medicals, etc.)
 - b. AU81 may request that an Engine company be added to the run based on the type, supporting information of the incident and unit staffing on AU81.
3. AU106 – Arcadia – Is staffed by personnel from Station 106. AU106 shall be dispatched as needed and based upon the unavailability of AU28 or AU81 and their proximity to the incident.

B. HAZMAT (HM) – Burbank HazMat 12 and Glendale HazMat 24 will be recommended and dispatched for responses on HAZMAT incidents. On any other type of incident where a single HazMat unit is requested the following response parameters will apply:

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1. HM12 – Burbank – is first-in to Burbank and Pasadena, Arcadia, Monrovia, Sierra Madre (those cities “above” the 210-Foothill Freeway)
 2. HM24 – Glendale – is first-in to Glendale and South Pasadena, San Marino, Alhambra, San Gabriel, and Monterey Park (those cities “below” the 210-Foothill Freeway)
 3. LAC Mutual/Auto-Aid: - HM12 and HM24 will be dispatched together into Los Angeles County on any Mutual-Aid or Automatic –Aid requests for a HAZMAT response in their area.
 4. Verdugo Dispatchers shall automatically place the associated resource staffing the HazMat component as “Out-of-Service”.
 - a. E.g. – If HM12 is responding and the next-in is HM24 and also responding, then Engine 12 and Engine 24 shall be placed as Out-of-Service in CAD and unable to respond to any additional incidents where they would normally be recommended.
 - b. It is the responsibility of the responding apparatus to identify at the time of going enroute whether the related/associated resource will also be responding with the HazMat resource being dispatched.
- C. USAR Units (USR) –For USAR type incidents that require two USR units, the home USAR unit (or *next-in* USR unit) AND USR32 will be dispatched. USR32 is the primary USAR unit on USAR type incidents in AREA C.
1. If a single USAR unit is requested on non-USAR type incidents, the home USAR will be dispatched. If there is no home USAR unit, then USR32 will be dispatched.
 2. All USAR units in Area C are considered TYPE 1-Heavy. The minimum task capabilities for a TYPE 1-Heavy USAR unit are:
 - a. Heavy floor construction
 - b. Pre-cast concrete construction
 - c. Steel frame construction
 - d. High angle rope rescue (including highline systems)
 - e. Confined space rescue
 - f. Mass transportation rescue
 3. USAR Unit Manning parameters are as follows:
 - a. USR29 – staffed by Engine 29 and Truck 29
 - b. USR32 – staffed by Station 32 (Engine, Truck, RA 32)
 - c. USR51 – staffed by *personnel* from both San Gabriel and Monterey Park

- d. USR71 – staffed by Truck 71
 - e. USR06 – (USAR 106) is staffed by Engine 106 and Truck 101
4. Verdugo Dispatchers shall automatically place the associated resource staffing the USAR component as “Out-of-Service”.
- a. E.g. – If USR32 is responding and the next-in is USR71 also responding, then all resources within Fire Station 32 and Truck 71 shall be placed Out-of-Service in CAD and unable to respond to any additional incidents where they would normally be recommended.
 - b. It is the responsibility of the responding apparatus to identify at the time of going enroute whether the related/associated resource will also be responding with the USR being dispatched.
5. USAR Definitions:
- a. USAR Regional Task Force (RTF) response – is comprised of two TYPE 1-Heavy USAR units and a total of 29 personnel. The unit assignment for an RTF responding to an incident outside of Area C is: USR32 and the *closest* USR unit (that can respond in a *timely* manner) to the incident. The RTF Leader will be a PAS Battalion Chief.
 - b. USAR Strike Team – is comprised of two TYPE 1-Heavy USAR units (6 personnel on each USR unit) and a Leader.
- D. Rescue Cushion (RC32) – The Air Rescue Cushion utilized by the Pasadena Fire Department is similar to the air cushions used in the movie industry. It is an inflatable cushion composed of a larger upper cell and a smaller lower cell. Each cell is inflated by a separate blower through an air tube or sock. The cushion comes with two, ½ horsepower electric blowers. Electricity for the blowers can be provided with a Pasadena Fire Dept. generator (4000 watt minimum). The cushion is capable of handling a fall from 100 feet.
- 1. A minimum of ten trained personnel (Station 32, e.g. E32, T32 and RA32) are needed to deploy the rescue cushion. When the type code of JUMPER is used the CAD will automatically recommend RC32 for dispatch.
 - a. The unit assignment for a JUMPER incident is: 2E 1T 1RC 1RA 2BC and all of Station 32.
 - 2. If RC32 is requested for an incident other than a JUMPER, RC32, all of Station 32 and BC3 shall be dispatched to the incident.
 - 3. Verdugo Dispatchers shall automatically place the associated resource staffing the Rescue Cushion component as “Out-of-Service”.

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- a. E.g. – If Rescue Cushion 32 is responding, then all resources within Fire Station 32 shall be placed Out-of-Service in CAD and unable to respond to any additional incidents where they would normally be recommended.
 - b. It is the responsibility of the responding apparatus to identify at the time of going enroute whether the related/associated resource will also be responding with the Rescue Cushion being dispatched.
- E. Helicopter Operations – One (1) Engine Company will be dispatched to the designated Landing Zone (LZ) to stand-by for Life-Flight helicopter landing or any other type of operations involving helicopters.
 - 1. Brush Assignments where designated Landing Zones or Water Supply operations are being conducted shall also be applicable to this policy.
- F. Large Patient Transports – Should an agency have need for transportation for a large patient, which would exceed the capabilities of their current resources, the following agencies may be contacted for the use of their large-patient transport apparatus.
 - 1. The requesting agency must have a minimum of six (6) personnel on-scene to support the lifting of the patient and for continuation of medical care.
 - 2. The agencies or vendors shall be contacted in the following order:
 - a. Pasadena Fire Department
 - i. RA733; 650lb. maximum weight capability
 - b. Trans-Aid Ambulance
 - i. Located in Glendale; 750lb. maximum weight capability
 - c. Medic-One Ambulance
 - i. 750lb. maximum weight capability
 - d. Los Angeles County – Department of Health Services/EMSA
 - i. Located in Santa Fe Springs; Bariatric Ambulance; 1600lb max.

XXIV. SPECIALIZED LOCATION/AGENCY ASSIGNMENTS

A. Freeway Responses –

1. Engine companies will *only* be dispatched to freeway calls on incident types that do not require a truck company for extrication or other related functions that a truck may provide.
2. Two engines will be dispatched on all incidents on a freeway. Each engine shall respond in opposite directions regardless of the reported incident location.
3. Unit responses to a freeway location are based on a one to two “ramp” overlap, that is, the closest company may not necessarily be dispatched to a freeway incident.
4. The closest ALS unit (RA, SQ, PE), in the direction of the reported incident location will be dispatched.

B. Freeway Responses (BRK) –

1. Truck 11 shall be first-in on the I-5 Golden State Freeway in BRK, in both directions.
 - a. As a visual prompt for the radio dispatcher, the fictitious unit of FT11 will be recommended for dispatch on any incidents requiring a truck on the northbound or south bound I-5 freeway. The dispatcher will ascertain if T11 is available and dispatch them to the incident. If T11 is not available, the next-closest truck will be dispatched.
2. Truck 12 shall be first-in on the SR 134 Ventura Freeway in BRK, in both directions.
 - a. As a visual prompt for the radio dispatcher, the fictitious unit of FT12 will be recommended for dispatch on any incidents requiring a truck on the eastbound or westbound SR 134 freeway. The dispatcher will ascertain if T12 is available and dispatch them to the incident. If T12 is not available, the next-closest truck will be dispatched.

C. Airport Responses (BRK) – Incidents to the Burbank Airport may be reported as being “field-side” (on the tarmac) or “street-side” (front of airport—where passengers enter.) There are several numbered gates that surround the perimeter of the airport. These fire department gates are used for entry to the field-side of the airport. The default, field-side entry gate to the airport is Gate 300, and is located in the area of Hollywood Way and Winona Ave.

1. EMS incidents on inbound aircraft shall be dispatched as follows:
 - a. When a pilot calls the control tower at Bob Hope Airport to notify them of an emergency aboard the aircraft, the Tower will notify Airport Fire. If the plane has an ETA of 15 minutes or less the Airport Tower, utilizing the

SECTION FIVE – ASSIGNMENTS

“Airport Ring-Down Line,” will notify Verdugo who will *immediately* dispatch resources to the Airport.

- b. If the plane has an ETA of 15 minutes or longer, Airport Fire will respond to the designated location and stand by. The Airport Fire Officer will maintain communication with the Air Traffic Control Tower and Airport Operations and update/verify the anticipated arrival time. Upon notification that the flight is due to arrive within 15 minutes, the Airport Fire Officer will contact Verdugo Dispatch on RED 1 requesting Burbank Fire to respond to the appropriate location.
2. Airport fire unit ID’s are: CR1 CR2 CR3 (Crash units) R17 (Rescue). The Airport fire units’ home station is Station 17.
- D. Warner Brothers Studios Responses (WBS) –
1. Warner Brothers Studios maintains its own private fire department. WBS staffs E18. When an incident is reported at Warner Bros Studios locations, E18 shall be requested to respond via the ring-down line to their dispatch center. E18’s home station is Station 18.
 2. Engine 18 shall not be utilized as an Engine Company for Burbank Fire Department responses. They shall serve only for Warner Brothers Studios and related properties.
- E. Walt Disney Studios Responses (DIS) –
1. Walt Disney Studios maintains its own private fire department. Disney’s fire units are: PR19 CH19 I19. Disney’s fire units’ home station is Station 19.
- F. Angeles Crest Highway Responses(PAS) –
1. Angeles Crest Hwy (SR-2) between mile-markers 26 through 29 are located in the City of Pasadena. The appropriate PAS/Unified Response resources shall be dispatched to any reported incidents between these mile-markers on Angeles Crest Hwy.
 2. In most cases, LAC and/or USF will receive notifications of incidents on Angeles Crest Hwy., including the mile-markers that belong to PAS, and will handle incidents without asking for assistance from PAS.
- G. Eaton Canyon (PAS) MTNRES Incidents – Station 32, only, shall be dispatched to Eaton Canyon on MTNRES incidents. If components of Station 32 are not available, then units shall be substituted as required for the response.
- H. San Marino Fire Department (SNM) Battalion Chief Coverage – Coverage for the city is normally handled by available and on-duty Deputy Chief’s. Afterhours, should the in-city

Deputy Chief not be available, an agreement is in place effective January 15, 2009, between the San Marino Fire Department and San Gabriel Fire Departments, for Battalion 5 (SGB) to respond into San Marino for coverage or as a resource on full-assignments where a Battalion Chief is required.

XXV. RING-CUTTER ASSIGNMENTS

- A. A citizen may be directed to the closest fire station when they report a “stuck” ring, unless supporting information requires a unit response. A single unit may be dispatched to remove a stuck ring:
1. BRK – All Engines and Trucks have ring-cutters
 2. GLN – All apparatus have ring-cutters
 3. PAS – All apparatus have ring-cutters
 4. SPS – Both E81 and RA81 have ring-cutters
 5. SNM – Both E91 and RA91 have ring-cutters
 6. SGB – All apparatus and Fire Stations have ring-cutters
 7. ARC – All apparatus have ring-cutters
 8. MRV – SQ101 and Station 101 have ring-cutters
 9. MPK – All Engines and RA’s and all Fire Stations have ring-cutters
 10. ALH – Both RA71 and RA74 have ring-cutters
 11. SMD – Both RA41 and Station 41 have ring-cutters
 12. MTB – All apparatus have ring-cutters

XXVI. FICTITIOUS UNITS (CAD)

- A. There are several fictitious unit ID’s in CAD that are used as *visual prompts* to the radio dispatcher. These units may be recommended for a response based on type code and/or location of incident. These units and their function are as follows:
1. FT11 - will be recommended for response on the NB or SB I-5 freeway when a truck is required. This is to prompt the radio dispatcher to dispatch T11 as T11 is first-in to the I-5 freeway. FT11’s home station is Station SB.
 2. FT12 - will be recommended for response on the WB or EB SR 134 freeway when a truck is required. This is to prompt the radio dispatcher to dispatch T12 as T12 is first-in to the SR134 freeway. FT12’s home station is Station WB.

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3. PE102 - will be recommended for response in MRV or ARC. This is to prompt the radio dispatcher to dispatch E102 as an ALS paramedic unit. PE102's home station is Station 102.
4. LACTY- will be recommended for response in those areas where an Automatic Aid agreement with LFD is in place. This is to prompt the radio dispatcher to ascertain the specific LFD unit needed and request their response through the LFD dispatch center. LACTY's home station is Station LA.
5. LACO - will be recommended for response in those areas where an Automatic Aid agreement with LAC is in place. This is to prompt the radio dispatcher to ascertain the specific LAC unit needed and request their response through the LAC dispatch center. LACO's home station is Station CO.
6. SNMRA – will be recommended for response in PAS when there are no PAS RA's available for response. This is based on an Auto Aid agreement between PAS and SNM. This is to prompt the radio dispatcher to dispatch RA91. SNMRA's home station is Station 99.
7. GLNRA – will be recommended for response in BRK when there are no BRK RA's available for response. This is to prompt the radio dispatcher to dispatch the closest GLN or PAS RA based on an Auto Aid agreement. GLNRA's home station is Station 98.
8. USFS – will be recommended for response in those areas where an Automatic Aid agreement with USF is in place. This is to prompt the radio dispatcher to ascertain the specific USF unit needed and request them for response through the USF dispatch center. USFS's home station is Station FS.
9. MTBFD - will be recommended for response in those areas where an Automatic Aid agreement with MTB is in place. This is to prompt the radio dispatcher to ascertain the specific MTB unit needed and subsequently dispatch available units. MTBFD's home station is Station 55.
10. SHFR1 (through 4) – will be recommended for response in MRV on all incidents where a SQ or PE are recommended for response. This is to alert Schaeffer Ambulance's dispatch center via pager with call information to where they need to respond. SHFR1's home station is 09.
11. CARE1 (through 4) – will be recommended for response in MTB on all incidents where a SQ or PE are recommended for response. This is to alert Care Ambulance's dispatch center via pager with call information to where they need to respond. CARE1's home station is CAR.