

CATALOG INFORMATION

Dept and Nbr: FIRE 202A      Title: FIRE COMMAND 1A  
Full Title: Fire Command 1A  
Last Reviewed: 8/1/1981

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	40.00	5	Lecture Scheduled	200.00
Minimum	2.00	Lab Scheduled	0	1	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	40.00		Contact Total	200.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 400.00

Total Student Learning Hours: 600.00

Title 5 Category: AA Degree Applicable  
Grading: P/NP Only  
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP  
Also Listed As:  
Formerly:

**Catalog Description:**  
Designed to develop the fireground command skills of all company officers. Provides information and experience in command and control techniques used at the scene of an emergency. Emphasizes decision making, the act of commanding.

**Prerequisites/Corequisites:**

**Recommended Preparation:**  
Eligibility for ENGL 100 or ESL 100 and completion of FIRE 75 (formerly FIRE 53) or equivalent.

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: Designed to develop the fireground command skills of all company officers. Provides information and experience in command & control techniques used at the scene of an emergency. Emphasizes decision making, the act of commanding. (P/NP Only)  
Prerequisites/Corequisites:  
Recommended: Eligibility for ENGL 100 or ESL 100 and completion of FIRE 75 (formerly

FIRE 53) or equivalent.

Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	<b>Effective:</b>	<b>Inactive:</b>
<b>CSU GE:</b>	<b>Transfer Area</b>	<b>Effective:</b>	<b>Inactive:</b>
<b>IGETC:</b>	<b>Transfer Area</b>	<b>Effective:</b>	<b>Inactive:</b>
<b>CSU Transfer:</b>		<b>Effective:</b>	<b>Inactive:</b>
<b>UC Transfer:</b>		<b>Effective:</b>	<b>Inactive:</b>

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

**Outcomes and Objectives:**

**COURSE GOALS:**

1. To provide the student with a basic understanding of the role of the company officer in emergency situations.
2. To enable the student to apply the decision making process to the deployment of manpower and equipment on the fireground.
3. To provide the student an opportunity to apply these skills in a safe environment through the use of fire simulations.

**COURSE OBJECTIVES:**

1. The student will identify the role of the company officer.
2. Describe in writing the psychology of command.
3. List and explain the basic divisions of firefighting operations.
4. Analyze various simulated emergency situations
  - a. establish tactical objectives
  - b. apply either the simple or the complex decision model
  - c. apply the management and operational principles required to bring the emergency under control.

**Topics and Scope:**

1. The Fireground officer
  - a. Scene management
  - b. Fireground safety
  - c. Pressures of command
2. Fire Behavior
  - a. Fire chemistry
  - b. Extinguishing agents

- c. Fire behavior in structures
- 3. Fireground Resources
  - a. Local, state, and federal
  - b. Occupancy types and protection systems
  - c. Prefire planning
  - d. Estimating resource needs
- 4. Fireground Operations
  - a. Strategy and tactics
  - b. Role of first-in officer
  - c. Initial fire attack
- 5. Fireground Management
  - a. Decision making
  - b. MBO
  - c. Command and control
- 6. Emergency Simulation
  - a. Skull sessions
  - b. Simulator

### Assignment:

The student will:

1. Analyze and identify scene management and fireground safety.
2. Analyze and identify fireground operations (Tactics & Strategy) and fireground management (Decision making, MBO, and Command & Control).

### Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None
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Writing 0 - 0%
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**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Quizzes, Exams
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Problem solving 0 - 10%
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**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Performance exams
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Skill Demonstrations 0 - 10%
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**Exams:** All forms of formal testing, other than skill performance exams.

Multiple choice
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Exams 0 - 70%
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**Other:** Includes any assessment tools that do not logically fit into the above categories.

None
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Other Category 0 - 0%
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**Representative Textbooks and Materials:**  
CFSTES MANUAL.