

Student-oriented disaster preparedness lecture series: “Incident Command System (ICS)”

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Objectives:

1. Understand the incident command system
2. Understand the local response to a manmade event
3. Understand the role of triage

Goal:

1. Allow students to function within an ICS
 2. Allow the students illustrate a local response to a manmade event
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The outline below includes the points that Dr. Petinaux wanted to emphasize.

- **Incident Command System (ICS):** organized approach to disaster care
 - o Origin: California, firefighting community
 - o Goals:
 - Protect life, property, environment
 - Address disaster:
 - threat to life
 - confusion
 - dynamic situation
 - complexities
 - o Advantages:
 - Modular organization
 - Integrated communication
 - Manageable span of control (# of people supervised)
 - Comprehensive resource management
 - o Roles:
 - Strategic goal
 - Determine tactical objectives
 - Develop incident plan
 - Use resources intelligently
 - Coordinate emergency activities
 - o Approaches:
 - Nothing showing mode—resources held back, need investigation before mobilizing
 - Fast attack mode—rapid involvement, better for smaller episodes (short duration, end when situation is under control)
 - o Once activated, ICS takes on:
 - Operations
 - Planning
 - Logistics
 - Finances

- **Scene safety:**

- Checking for:
 - secondary explosives
 - hazardous materials (e.g. at industrial sites)
 - utilities
 - man-made devices (CBRNE = chemical, biological, radiological, nuclear, explosives)
- Air samples (CO, % of O₂, radiation, chemical/biological agents)
- Personal protective equipment (PPE) → 4 levels: (none are fire resistant)
 - A = highest protection; vapor and liquid-proof suite, full face piece, gloves, boots – external air supply
 - B = liquid splash protective suite (similar to fire dept uniforms), full face piece, gloves, boots, hard hat – external air supply
 - C = support function protective garment, air purifying respirator, gloves, boots, hard hat (NOT appropriate for chemical emergency response) – no external air supply
 - D = coveralls, safety boots, safety goggles (NOT appropriate for chemical emergency response)

- **Scene entry:**

- Triage → START system = Simple Triage And Rapid Treatment
 - Based on ability to ambulate and the following categories:
 - Respiration
 - Pulse
 - Mental status
 - Scored as follows:
 - GREEN = able to walk
 - YELLOW = can't walk but normal respiration, pulse, or mental status
 - RED = can't walk + abnormal respiration, pulse, or mental status
 - BLACK = dead

- **Four phases of post-disaster scene:**

- I. Chaotic → 15-20 min, leaderless
- II. Reorganization → 60 min, triage
- III. Site-clearing phase → 100-180 min, search and rescue
- IV. Late phase → up to 48 hours, finish patient care, etc.