



## CPS - Wildland Walking Mobile Fire Attack

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**Objective:** To deploy the jump line from a MFD brush unit and make a mobile fire attack on a flank of a wildland incident

### **Tool Assignments:**

**Captain** - Fire shelter, hand tool (shovel or mcleod)

**Engineer** - Fire shelter (tucked behind driver seat)

**FF 1** - Fire shelter, nozzle

**FF 2** - (if available) Fire shelter, hand tool (shovel or mcleod) or nozzle

### **Deployment:**

**Captain** - Don shelter, retrieve hand tool, stay ahead of fire attack if possible in advantageous position to be lookout, utilize hand tool as needed to grub hot spots

**Engineer** - Drive as directed by Captain keeping a safe pace with firefighter and stay in the black

**FF 1** - Don shelter, deploy jump line and begin knocking down fire along the flank, pace is set by fire condition and terrain

**FF 2** - Don shelter, based off of Captains order either deploy a second line or retrieve a hand tool and grub hot spots with FF1

### **Notes:**

- The Captain serves as the lookout for overall crew and fire safety, if 4 person staffing is available the Captain should remain hands off if possible to be focused on communication and keeping the crew safe
- The Engineer should be very focused with keeping the nozzle firefighter in view and driving appropriately for the terrain
- Fuel load and staffing should determine if multiple lines are needed for a mobile attack, with 4 person staffing both firefighters can work in tandem with the firefighter in front knocking the bulk of the heat and fire down while the nozzle in the back cleans up slop and widens the wet line. If in heavy fuels with only 3 person staffing request a second brush unit if possible to run in tandem before committing the Captain to a nozzle to avoid tunnel vision and losing the lookout

- During mop up the hand tools should be in front grubbing hot spots with the nozzle wetting them down to most efficiently use water