

## Individual Performance Standards

IPS# RS06 Revision Date: 08/05/2024 Standard:

NFPA 1001-19: 4.2.4

Time Standa		Time Adjustments: +20 sec. per floor above/below grade	Time: <sup>(1st)</sup>	Time: <sup>(2nd)</sup>
Time Standa		, , ,		Time: <sup>(2nd)</sup>
	**IPS will be suc	ccessful if completed with a score of 80% or above without any critical failure		1
	Given the necessary tools, equipment role-player and a defined objective, safely and efficiently assess, package and remove a downed firefighter from a simulated IDLH environment. Full PPE including gloves and SCBA shall be utilized throughout the skill. **IPS will be successful if completed with a score of 80% or above without any critical failures. **			
Conditions:				
	Preparation and removal of a downed firefighter from IDLH environment			

Competencies:	1 <sup>st</sup> Attempt	2 <sup>nd</sup> Attempt
1. Acknowledges order from Officer	Pass / Fail	Pass / Fail
2. Secures tool(s) and/or RIT pack (Time starts)	Pass / Fail	Pass / Fail
3. Advances toward and locates downed firefighter	Pass / Fail	Pass / Fail
4. Assesses situation (Smoke, heat, egress, injuries, entrapment)	Pass / Fail	Pass / Fail
5. Controls/silences firefighter's PASS device (If active)	Pass / Fail	Pass / Fail
6. Assesses downed firefighter SCBA (Corrects problems found)		
<ul> <li>A – Active breathing, facepiece intact, MMR in place</li> </ul>		
- B – Bypass (Turn on if not on)	Pass / Fail	Pass / Fail
<ul> <li>C – Cylinder (Pressure, connection, valve on</li> </ul>	1 835 / 1 81	
<ul> <li>H – Hoses, intact, no leaks, connected</li> </ul>		
<ul> <li>H – Harness, intact, prepped for drag</li> </ul>		
7. Positions firefighter for removal	Pass / Fail	Pass / Fail
8. Secures tools/RIT pack (as necessary)	Pass / Fail	Pass / Fail
9. Lifts/drags firefighter using SCBA straps near shoulders	Pass / Fail	Pass / Fail
10. Moves victim to non-IDLH (Approx. 100')	Pass / Fail	Pass / Fail
11. Notifies Officer/Command of firefighter's location/condition (Time stops)	Pass / Fail	Pass / Fail
* Indicates a "Critical" component. Failure to complete any critical component constitutes a complete failure of the skill	9/11=80%	

Notes: Firefighter:

 Firefighter:
 Date:

 Evaluator
 Date:

 Attempt Outcome:
 Pass / Fail