STRUCTURE DEFENSE TACTICAL ACTIONS

- **Check & Go** – Most appropriate action when no Safety Zone/TRA is present and fire front impact is imminent. Conduct rapid evaluation to check for occupants and evaluate for follow up action. **LEAVE promptly.**

- **Prep & Go** – Structure preparation can be safely completed prior to fire front impact. Potential fire activity is too dangerous to remain and/or there is no Safety Zone/TRA present. **LEAVE before escape routes are compromised**.

- **Prep & Defend** – Appropriate when a Safety Zone is nearby and TRA is present. Adequate time exists to prepare the structure for defense prior to fire front impact. Escape routes must be maintained.

- **Fire Front Following** – Follow-up tactic after passage of the fire front. Involves searching for victims, perimeter control, hot spotting, and ember control.

- **Bump & Run** – Resources move ahead of the fire front extinguishing spot fires and defending structures. Utilize extreme caution.

- **Anchor & Hold** – Resources use large volume fire streams to extinguish structure fires, stop structure-to-structure ignitions, protect exposures, and control embers.

- **Tactical Patrol** – Resources remain mobile and continuously monitor assigned area after fire front passage. Involves aggressive mop up around structures.

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*S*tructure defense tactics are a vital part of perimeter control operations.

- *Stopping fire spread significantly eliminates the fire's threat to structures.*
- *Connect contained points along the fire's perimeter – typically near the structures at risk ("Connect the Dots").*
- *Perimeter control and structure defense should be done concurrently.*

LEVELS OF ENGAGEMENT

Consider PACE

- **P**rimary Plan (Offense)
  - Focused on firefighter safety and objectives
- **A**lternate Plan (Offense)
  - Fallback plan that closely resembles primary plan
- **C**ontingency Plan (Defense)
  - Focused on firefighter safety, move to a safety zone, temporary refuge areas
- **E**mergency Plan (Defense)
  - Firefighter survival
    - Deployment zones/Refuge areas
    - Fire shelters

Consider DRAW-D

- **D**efend – **R**einforce – **A**dvance – **W**ithdraw – **D**elay