

## Kennebunkport Fire Department

### SOG 18

#### WATER RESCUE, SMALL BOAT OPERATIONS

SEPT 1993  
NOV 1996  
SEPT 1999

#### PURPOSE

Establish guidelines for water rescue involving persons in the water and boating accidents that require an emergency response.

#### MISSION

1. Provide search and rescue capability along inshore and inland waters of the Town of Kennebunkport, in the event of a marine accident, capsizing, lost persons or sinking vessels.
2. Provide additional mobility of equipment and personnel in fire fighting capabilities along the waterfront on vessels (at anchor or underway) or piers and docks.
3. Provide transport of medical personnel to any maritime disaster along the inshore waters of Kennebunkport.
4. Provide mutual aid to jurisdictions currently covered by agreements and approved by the Kennebunkport Fire Chief.

#### LIMITATIONS

1. Using the high tide mark along all Kennebunkport shore line (excluding Islands) as a measuring point, this vessel operates up to ½ nautical mile offshore. All islands that are within the ½ mile are accessible but their shore high tide mark is not to be used as a measuring point.
2. Sea and Wind conditions will differ with each request for assistance. A risk/benefit factor must be assigned to each incident, with wind and sea conditions given consideration. A confirmed report of a vessel sinking with persons on board is a High Benefit Incident where the Incident Commander or officer in charge may elect to attempt rescue.
3. A High risk/low benefit incident, i.e. severe weather conditions with a boat aground with no one on board and confirmed report that the boat operator is safely ashore, may be delayed until such time as sea and wind conditions will allow response.
4. The maximum number of personnel (crew and passengers) shall be 5.
5. The minimum number of qualified crew shall be 2.

#### DEFINITIONS

1. For all emergency responses, all crew members are required to wear a Type 3 Personal

Floatation Device or equivalent flotation device.

2. When water temperature drops to below 60 degrees F. all crew members are required to wear a water rescue suit or Stearns anti-exposure coveralls.
3. The Officer in Charge shall make provisions for having sufficient personal floatation devices aboard to accommodate the boat crew and all passengers.

## **GENERAL POLICIES AND PROCEDURES**

1. Rescue boats shall be operated in accordance with the USCG regulations where applicable.
2. When a rescue boat is responding to alarms a land based ICS Command will be in charge of the incident. The officer in charge of the boat shall advise command on the appropriate fire ground radio channel of conditions evident from the water.
3. The relocation of any rescue boat operating at an emergency incident must have approval of the Incident Commander unless conditions are endangering the safety of the boat or crew.
4. Rescue boats will not sign 10-8 until the following check list is complete and successful.
  - a. Fuel Tanks checked for adequate fuel
  - b. Fuel lines primed
  - c. Engine started and run approximately 15 seconds.(This ensures starting once at the launch scene).
  - d. All compartments inflated to proper PSI.
  - e. Boat checked for proper safety devices and any additional equipment loaded before responding to the launch site.
  - f. Trailer checked for tire inflation, secure tie down strap on boat, proper hitch attachment to truck, and engine tilted to the up position.
  - g. When a launch from a beach is required using Unit 35 or other tank unit, it is the driver's option to dump the tank water prior to driving on the sand.
  - h. Before the rescue boat is returned back in service the outboard engine is to be run in the flush tank with fresh water until all gas is run out of the carburetor, trailer, boat and all gear used at the scene are to be well rinsed in fresh water and loaded back in the rescue boat.
  - i. Fuel tanks are to be topped off and an incident report form filled out including an equipment used form indicating any gear that may need repair or replacement