

Hello Decatur Islanders-

50+ Decatur Island Property Owner's have completed the Basic Training led by Jordan Pollock and Kyle Dodd, experts in wildland firefighting. Because of the elevated interest and need to ensure readiness, there is another opportunity for you to participate.

**SAVE THE DATE: June 18<sup>th</sup>, 2022 | 4-hour morning or afternoon session.**

We encourage all that are interested to attend training, and highly encourage those that are full-time or mostly full-time residents of Decatur.

No experience necessary - everyone is welcome!

### **Wildland Firefighting Basics**

This four-hour course is designed to provide an initial responder a broad overview of numerous firefighting areas specific to our island. It is taught to National Wildfire Coordinating Group standards and includes:

- Incident Command Structure (ICS).
- Communication.
- Safety.
- Sizeup.
- Fireline Hazards.
- Fire Behavior and Weather Review.
- Fuels.
- Topography.
- Apparatus Placement.
- Hoselays.
- Handline Construction.
- Mopup.

Through a blended approach of online learning and practical skills, participants will learn and practice safe and effective wildland preparedness and incident response training for our island.

### **WHAT TO EXPECT:**

1. Online course materials to review. (1 hr)
2. Onsite training with one of our four community fire trucks. (4 hrs.)

**WHEN:**

**JUNE 18<sup>th</sup>, 2022**

**4-hour morning (8am - noon) or afternoon (1pm-5pm) session.**

Please confirm your interest and preference for morning or afternoon session **by March 1<sup>st</sup>** so we can tailor the professional training for you.

RSVP: Reply directly to this email or send an email to : [decaturislandinfo@gmail.com](mailto:decaturislandinfo@gmail.com)

\*This professional wildland fire preparedness training is made possible by the generous support of our island community donations. Please consider making a tax deductible donation to support our community effort.

Best,

Alan Mizuta

Randy Stricker

Mark Wall

Andy Wood