



Staging At Emergency Incidents

Purpose: Staging at emergency incidents provides a uniform method for all personnel responding to incidents where staging is needed in order to request, deploy and assign resources in a coordinated manner. It is imperative that the Incident Commander anticipates the need for additional resources early on in the incident. It is just as important that additional uncommitted resources are poised or stages near the incident for rapid deployment should the incident escalate or an unexpected turn of events suddenly occurs.

Procedure: Units and staff personnel should not self-dispatch to an emergency incident. There are two levels of staging used to accomplish this objective.

Level I Staging

- ✓ Level I staging occurs automatically during the initial stages of an incident unless directed otherwise by the Incident Commander.
- ✓ It is the responsibility of each arriving apparatus to select an appropriate position that may be one block away from the incident to avoid cluttering or "boxing in" the scene.
- ✓ At this level, there is no Staging Officer.
- ✓ If the engine is staging at a hydrant for a fire, the Company Officer should ensure the hydrant is opened and flowed to determine if it can provide a reliable secure water source.



Level II Staging

- ✓ This is a more formalized and organized staging procedure. During Level II staging, a formal staging area(s) are designated. The Incident Commander may establish the location or may assign the first unit to establish level II staging.
- ✓ Level two staging areas can be identified simply as "Staging" when only one staging area has been designated or, when two or more staging areas are used they can be identified by function or location, (i.e. EMS Staging, Fire Staging, West Staging, or K-Mart Staging).
- ✓ A Staging Area Manager is assigned and units are directed to the staging area(s). The Staging Area Manager is responsible for managing all activities within a Staging Area.
- ✓ These types of staging areas are usually located in large open areas such as parking lots or fields and may be several blocks from the incident.
- ✓ It is extremely important that crews in a staging area(s) remain with their unit and not wander off. The crew and apparatus should be ready to deploy at a moment's notice.
- ✓ Units in Level II staging should park or be arranged so as not to block each other in and allow direct access to or away from the incident.



Staging Area Manager:

The Staging Area Manager is responsible for:

- ✓ Establishing the staging area layout.
- ✓ Reporting directing to the Incident Commander. If the Operations Section Chief position is established, then the Staging Area Manager reports to Operations.
- ✓ Determining any support needs for equipment, feeding, sanitation and security.
- ✓ Establishing a check-in of units as appropriate.
- ✓ Post areas for identification and traffic control.
- ✓ Maintain and provide status to Resource Unit of all resources in Staging Area.

Resource Requests:

The Incident Commander (or Operations Section Chief, if established) may choose to pre-identify the number and type of resources for the Staging Area Manager (ie: maintain 3 engines, 2 rescues, etc. in staging). Under this format the Staging Area Manager may call Dispatch direct to request the resources required to maintain the minimal levels established by the Incident Commander (or Operations Section Chief, if established).

If the Incident Commander does not establish the types and number of apparatus to maintain in the Staging Area, then the Staging Area Manager is responsible for notifying the Incident Commander each time additional units are required (ie: Dispatch from Staging, need an additional engine to report to Staging). Under this format the Incident Commander must call Dispatch direct to request additional resources.



Exception:

Staging in high-rise incident is typically one to two floors below the fire. This is the area where resources and equipment are staged prior to entering the fire floor. Base is the term for the staging of resources prior to entering the incident scene and is typically located several blocks from the incident.

