

DC ORGANIZATION



Lesson Topic 1.1

Enabling Objectives

- ☆ *Discuss* the assignment **Damage Control Repair Party personnel**
- 🕒 *Discuss* the duties and responsibilities of **damage control organization**
- 🕒 *Discuss* the duties and responsibilities of **damage control personnel**



Objectives of the Damage Control Organization

- ◆ stability and buoyancy
- ◆ watertight/fumetight integrity
- ◆ vital systems
- ◆ Prevent, isolate, combat, extinguish and remove effects of fires and explosions
- ◆ Detect, confine, and remove effects of CBR attack
- ◆ personnel casualties





Composition, area of responsibilities, and functions of repair parties

- ◆ **Repair 1 - Main Deck Repair Party**
- ◆ **Repair 2 - Forward Repair Party**
- ◆ **Repair 3 - After Repair Party**
- ◆ **Repair 4 - Amidships Repair Party**



Composition, area of responsibilities, and functions of repair parties

- ◆ **Repair 5 - Propulsion Repair Party**
 - **Engineering Officer or Chief Petty Officer & a broad cross section of engineering ratings**
- ◆ **Repair 6 - Ordnance Repair Party**
- ◆ **Repair 7 - Gallery & Island repair party**
- ◆ **Repair 8 - Electronics Repair Party**



Organization, Duties and Responsibilities of Damage Control Repair Party Members

- ◆ **Commanding Officer**
 - overall responsible
- ◆ **Damage Control Officer (DCO)**
 - Engineering Officer
 - Organizes repair 5
 - Supervises training of repair 5



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ **Damage Control Assistant (DCA)**

- **Manages ship's DC PQS Program**
- **Organizes and trains Repair lockers 1,2,3,4, and 7**

⌘ **Weapons Officer**

- ⊞ **Manages EOD (Explosive Ordnance Disposal)**
- ⊞ **Organizes and trains Repair 6**



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Air Officer

- Responsible for the flight deck

◆ Electronics Coordinator Officer (ECO)/Electronics Material Officer (EMO)

- Organizes repair 8
- Supervises the training

Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Repair Party Leader

- ☒ Assigns repair party personnel
- ☒ Supervises training
- ☒ Keeps training records and PQS QUALS up to date
- ☒ Assumes the duties of the DCA in emergencies
- ☒ Familiar with all duties & responsibilities





Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Fire Marshall

- Proceeds directly to the scene of the fire to direct efforts of the rapid response team
- If the fire is beyond rapid response team capabilities, the Fire Marshall shall turn the duties over to the scene leader

Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ On Scene Leader

- Immediately assess extent of fire
- Determine the fire fighting agent
- Determine the method of attack
- Determine the protective clothing



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Team Leader

- Operate Naval Fire fighter's Thermal Imager (NFTI)
- Direct the nozzlemen & hoseman
- Be capable of assuming the scene leader's responsibilities



Organization, Duties and Responsibilities of Damage Control Repair Party Members

- ◆ **Number 1/Number 2 Nozzlemans**
 - Employ hoses under the direction of the team leader
- ◆ **Number 1/Number 2 Hosemen**
 - Tend hoses, or other extinguishing agents, under the direction of the nozzleman



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Plugman

- Stand by in the vicinity of the fire plug for hose charging and securing under the direction of the scene leader
- Rig and operate the portable P-100 pump
- Provide portable extinguishers

Charge The Hose!



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Investigator

- Constantly search all surrounding/boundary areas
- Have a thorough knowledge of the Repair Station's area of responsibility
- Qualified in the use of the Naval Fire Fighters Thermal Imager (NFTI), and Fire Finder



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ **Boundaryman**

- Set fire boundaries
- Remove/relocate flammables
- Tend installed systems

◆ **Messenger/Phone Talker**

- DC terminology and symbology
- Speak clearly





Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Electrician

- Secure electrical power
- Check for electrical damage

◆ Accessman

- Gain access to the fire-affected

Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ Reflash Watch



- Posted after the fire has been reported out
- Assist the overhaulman

◆ Overhaulman

- Cool hot spots





Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ **Smoke Controlman**

- Secure/manipulate ventilation systems
- Set smoke boundaries

◆ **Gas Free Engineer**

- Perform post fire atmospheric testing



Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ **Dewatering Team**

- **Employ dewatering equipment**

◆ **Rapid Response Team Member**

- **Proceed directly to the scene of the fire**
- **Employ portable extinguishers to extinguish or control the fire**



Organization, Duties and Responsibilities of Damage Control Repair Party Members

- ◆ **Rapid Response Team Member (cont.)**
 - Do not don protective equipment
 - When inport/underway each ship shall have a designated rapid response team
 - At a minimum, this team shall be comprised of **four** personnel

Organization, Duties and Responsibilities of Damage Control Repair Party Members

◆ **Plotter**

- Plot damage

◆ **Other teams**

- Shoring
- Pipe patching
- Plugging
- Stretcher bearers
- Chemical, biological and radiological teams





Dress requirements for Repair Party Personnel

- ◆ **Complete working uniform**
 - Long sleeves
 - Shirt collars buttoned, trousers tucked in
 - Battle dress
- ◆ **Additional protective equipment**
 - Life jacket, fire fighting helmet, gas mask, flash gear, fire retardant coveralls

Dress requirements for Repair Party Personnel

- ◆ **Improper clothing**
 - Polyester uniforms
 - Corafram and athletic shoes
 - PT gear



Fire Parties



- ◆ **Inport Emergency Team (IET)**

- Each duty section will have an effective fire fighting force
- Department heads, division officers & LPO'S shall consider training & experience of personnel when making assignments

Fire Parties

- ◆ **Minimum IET make-up for all ships**
 - **Fire marshall/Scene Leader**
 - **1 Nozzlemann, 2 Hoseman "attack Team"**
 - **1 Plugman**
 - **2 Investigators**
 - **1 Phone Talker/Plotter**
 - **1 Electrician**
 - **1 Utility person/Messenger**



Fire Parties

- ◆ **At Sea (Rapid Response Team, Flying Squad, etc.)**
 - **Ships shall organize an at sea fire party**
 - **During working hours inport, the at sea fire party shall respond to shipboard casualty**
 - **Duty section IET will serve as a back up**
 - **Upon liberty call, emergency team will be turned over to the IET**





At Sea fire party

- ◆ **Respond immediately to fire alarms when repair parties are not available**
- ◆ **Extinguish fires effectively without disrupting other ship operations**
- ◆ **Control fires until ongoing sensitive critical evolutions can be terminated & general quarters stations are manned**



Fire Parties

- ◆ **At Sea Fire Party Suggested organization**
 - **Fire Marshal**
 - **Rapid response team**
 - **Scene Leader**
 - **1 manned Hose team**
 - **Electrician**

Fire Parties

◆ **Rapid Response Team**

- At a minimum, this team shall be comprised of four personnel

◆ **General Quarters (GQ)**

- At GQ, there will be no rapid response team
- All repair stations are manned and fully equipped to combat casualties

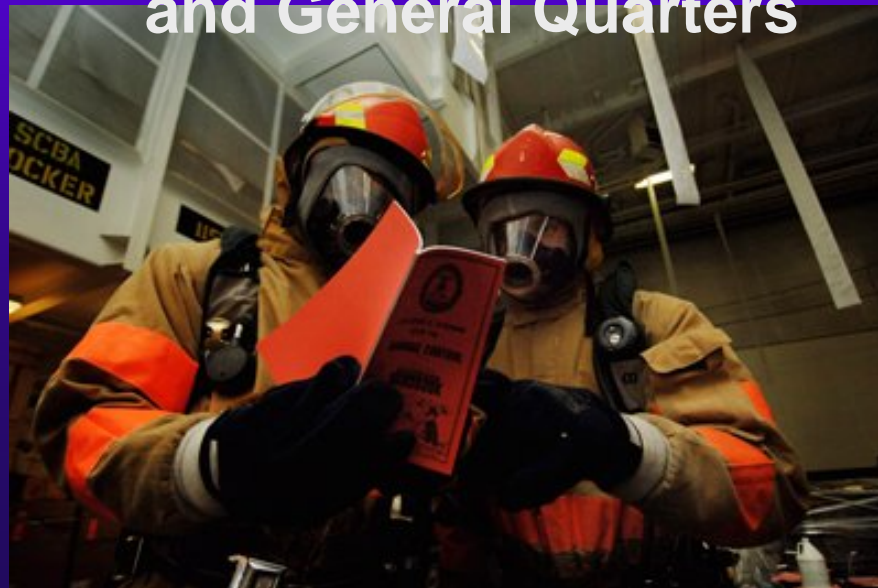




CONDITION II
DAMAGE CONTROL

Condition II Damage Control

- The concept behind the changes to the damage control organization is to allow the ship to continue its tactical mission while responding to a casualty in a tiered approach. The tiered response allows the CO the ability to utilize resources more efficiently. Tiered response consists of three layers: Flying Squad, Condition II Damage Control, and General Quarters



Condition II Damage Control:



Condition III

Flying Squad handles the casualty.

No BDS is required.

Condition II DC

Flying Squad is unable to handle the casualty and has to be augmented by additional personnel from the DCRS.

**Man up main BDS
If GQ is ordered from this point, personnel already on station remain on station until other members report to corresponding lockers awaiting assignments**

Condition I (GQ)

Condition II DC was unable to handle the casualty or the damage is so severe the entire ship needs to combat the casualty.

Man up the BDS's



Condition II Damage Control

Condition II Damage Control allows a significant increase in Damage Control response without disrupting tactical watch-stations. This provides the CO a multi-tiered response to combat damage.

Designated Damage Control Repair Stations (DCRS) and DC Central shall be manned up when Condition II DC is set. At a minimum, one DCRS and one Battle Dressing Station (BDS) shall be manned.

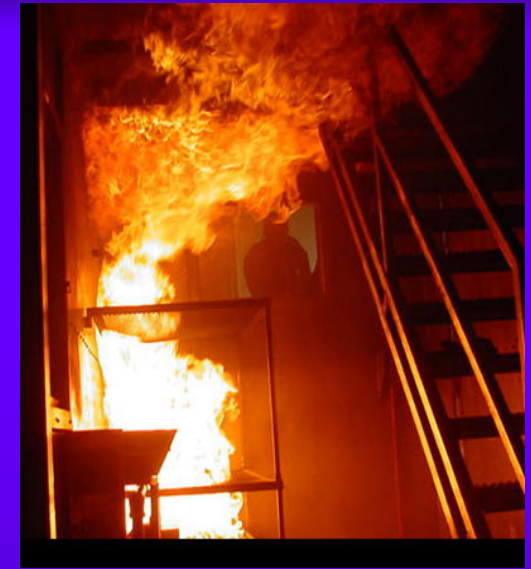
Condition II Damage Control

Implementation of Condition II Damage Control is very simplistic. First and most important, Condition I (GQ) manning of Damage Control Repair Stations (DCRS) must remain in place. DCRS manning requirements are listed in appendix (a) of COMNAVSURFORINST 3541.1. Secondly an effective Flying Squad that is well versed in all possible casualty scenarios must be intact and ready to respond at a moments notice. Flying Squad personnel shall not stand watches, thus the quick response. Flying Squad manning requirements are listed in section four of the COMNAVSURFORINST 3541.1



SO HOW DOES IT WORK?

Underway normal steaming a casualty is reported and called away



Rapid response reports directly to the scene

Additional Flying Squad personnel dress out in PPE

Casualty complete No further action required

Flying Squad able to handle the casualty



Rapid Response will consist of:

- Fire Marshal
- Electrician
- 2 Responders

If the scope of the casualty is beyond the ability of the Flying Squad additional assets are necessary.

**Set COND II
DC**

Condition II Damage Control

- Personnel from the DCRS (not on watch) will be called away to assist the Flying Squad
- With the Flying Squad and the personnel from the DCRS there should be sufficient personnel to handle the casualty.



Condition II Damage Control

- The DCRS closest to the casualty shall be called away. Personnel not on watch in the respective DCRS man up locker to assist the Flying Squad (Fire Marshall still maintains control of the casualty).
- The main BDS needs to be manned. Own ships instruction will determine what BDS to set up for a casualty depending upon location. Usually Main BDS is used unless casualty location forces evacuation.





DCRS Personnel:

- Once the DCRS personnel show up they will be assigned positions by the Fire Marshal or Locker Leader based on the Fire Marshals needs. They shall dress in proper PPE and proceed to their assigned position.



Transition From Condition II Damage Control to Condition I (GQ)

- With Condition II DC set and the extent of the casualty is beyond the scope of the teams, further assets will be necessary. In order to fight the casualty and save the ship Condition I (General Quarters) should be set.

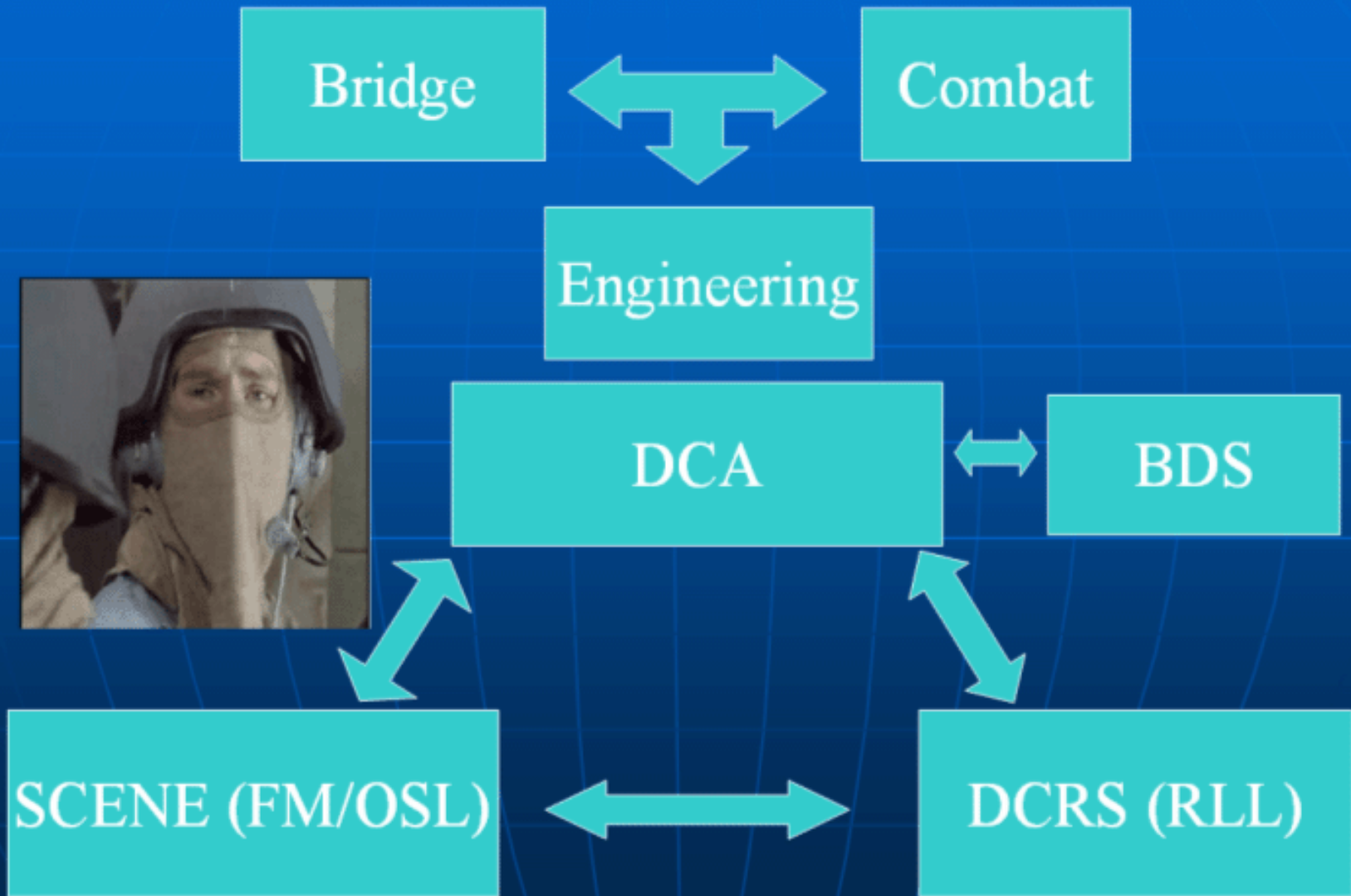


What to do in the case of a MFOL U/W, Inport?

- Refer to COMNAVSURFFORINST 3541.1
CH-1 TAB A & B
- Repair 5 Personnel (not on watch) will assist the flying squad.
- Man up additional Repair Locker as needed.
- There is not enough personnel on the Flying Squad alone to effectively combat a class B fire in the main space. Man up BDS



Command and Control



TRAIN LIKE YOU FIGHT, FIGHT LIKE YOU TRAIN!!

Review and Summary

