

Rushford Mutual Aid Plan

1/21/2009

All requests include manpower

See attached map for areas

1A: Automatic Mutual aid for any Structure Fire	Rushford 1	To scene
	Rushford 2	To scene
	Rushford 6	To water source
	Rushford 601	To scene
	Rushford 7 - 3000 gal	To scene
	Rushford 8	To Scene
	Oramel 7 - 1000 gal	To Scene
	Oramel 701 - 1500 gal	To Scene
	Oramel 1	Fill tankers
Centerville 1	Standby at Rushford Fire Hall	

1B: Additional response when requested by Incident commander	Belfast 1	To scene
	Belfast 7 - 3000 gal	To scene
	New Hudson 7 - 3500 gal	To scene

2A: Automatic Mutual aid for any Structure Fire	Rushford 1	To scene
	Rushford 2	To scene
	Rushford 6	To water source
	Rushford 601	To scene
	Rushford 7 - 3000 gal	To scene
	Rushford 8	To Scene
	Lyndon Tanker - 3000 gal	To Scene
	Farmersville Tanker - 2000 gal	To Scene
	Farmersville Pumper	Fill tankers
Centerville 1	Standby at Rushford Fire Hall	

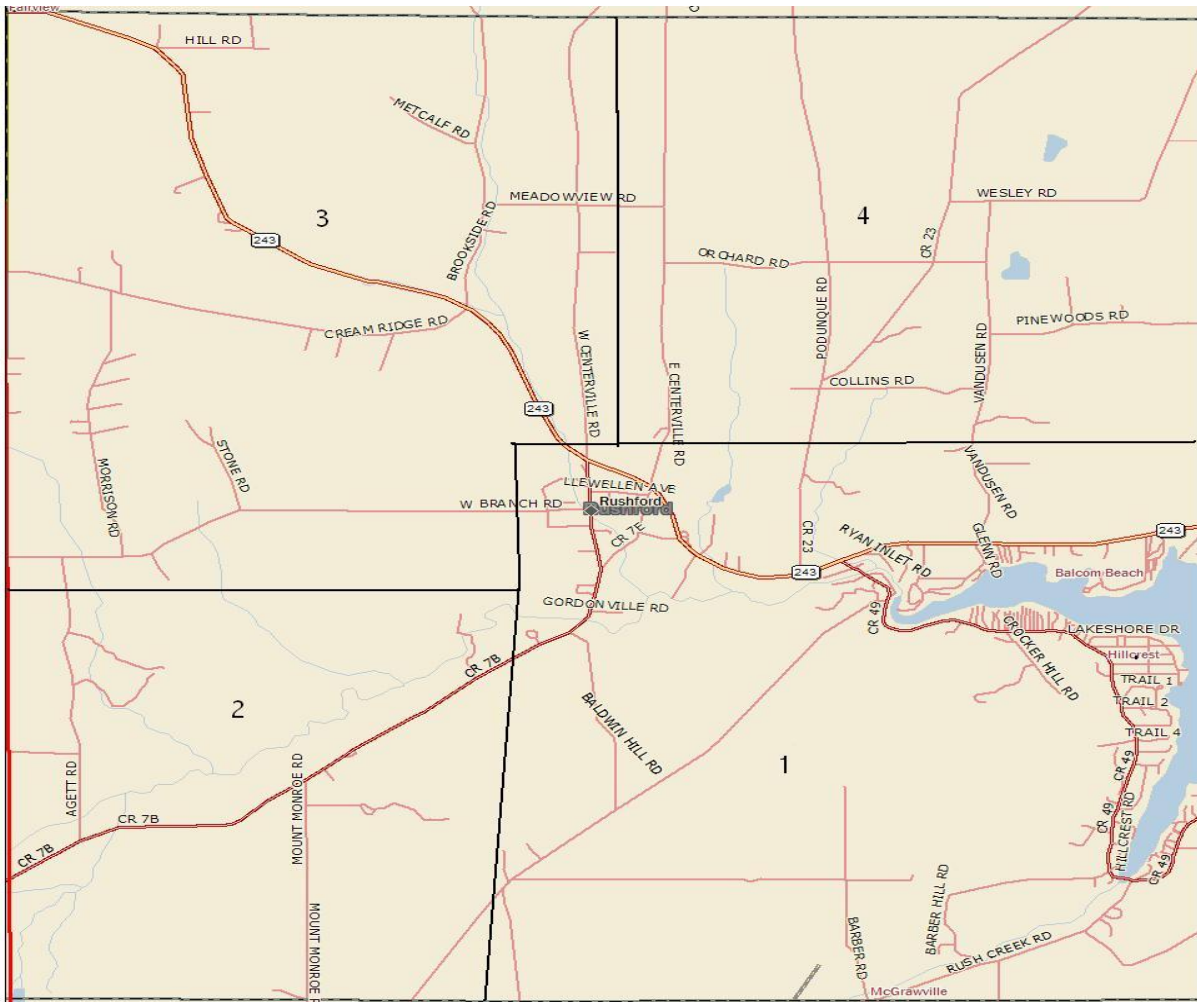
2B: Additional response when requested by Incident commander	New Hudson 7	To scene
	Franklinville Tanker - 2500 gal	To scene
	Centerville 1	Redirect to Scene
	New Hudson 1	Standby at Rushford Fire Hall

3A: Automatic Mutual aid for any Structure Fire	Rushford 1	To scene
	Rushford 2	To scene
	Rushford 6	To water source
	Rushford 601	To scene
	Rushford 7 - 3000 gal	To scene
	Rushford 8	To Scene
	Centerville 7 - 3500 gal	To Scene
	Farmersville tanker - 2000 gal	To Scene
	Oramel 1	Standby at Rushford Fire Hall
Farmersville Pumper	Fill tankers	

3B: Additional response when requested by Incident commander	Centerville 1	Standby at Rushford Fire Hall
	Fillmore 7 - 1500 gal	To scene
	Oramel 1	Redirect to scene
	Oramel 7	To scene

4A: Automatic Mutual aid for any Structure Fire	Rushford 1	To scene
	Rushford 2	To scene
	Rushford 6	To water source
	Rushford 601	To scene
	Rushford 7 - 3000 gal	To scene
	Rushford 8	To Scene
	Centerville 7 - 3500 gal	To Scene
	Fillmore 7 - 1500 gal	To Scene
	Famersville Pumper	Standby at Rushford Fire Hall
Oramel 1	Fill tankers	

4B: Additional response when requested by Incident commander	Centerville 1	To scene
	Belfast 7 - 3000 gal	To scene
	Houghton 1 -1500 gal	To scene



Rushford Mutual Aid Plan - 2nd structure Fire

1C: Automatic mutual aid for 2nd structure fire	Houghton 1	To scene
	Centerville 1	redirect to scene
	Fillmore 7 1500 gal	To scene
	Farmerville Pumper	Standby at Rushford Fire Hall
	Lyndon Tanker - 3000 gal	To scene
	Belfast 8	To scene
	Farmersville Tanker - 2000 gal	To scene
	Belfast Cascade system	To scene

1D: Additional response when requested by Incident commander. Use 1B if not needed at primary scene. Else use 1D	Fillmore 1	To Scene
	Centerville 7 - 3500 gal	To scene
	Farmersville Tanker - 2000 gal	To scene

2C: Automatic Mutual aid for 2nd Structure Fire	Lyndon Pumper	To Scene
	Centerville 1	redirect to scene
	Cuba 7 - 2000 gal	To Scene
	Franklinville tanker - 2500 gal	To Scene
	Belfast Cascade system	To Scene
	Franklinville tanker - 2000 gal	To Scene
	Belfast 8	To Scene
	Fillmore 1	Standby at Rushford Fire Hall

2D: Additional response when requested by Incident commander. Use 2B if not needed at primary scene. Else use 2D	Cuba 1	To Scene
	Fillmore 7 - 1500 gal	To Scene
	Houghton 1	To Scene

3C: Automatic Mutual aid for 2nd Structure Fire	Oramel 1	Redirect to Scene
	Franklineville pumper	To scene
	Houghton 1	To scene
	Belfast 7 3000 gal	To scene
	Franklinville Tanker 2500 gal	To Scene
	Belfast Cascade System	To Scene
	Belfast 8	To Scene
	Belfast 1	Standby at Rushford Fire Hall

3D: Additional response when requested by Incident commander. Use 3B if not needed at primary scene. Else use 3D	Arcade Pumper	To Scene
	Arcade Tanker 2000 gal	To Scene
	Cuba 7 - 2000 gal	To Scene

4C: Automatic Mutual aid for 2nd Structure Fire	Farmersville Pumper	Redirect to Scene
	Fillmore 1	To scene
	Oramel 7 - 1500 gal	To scene
	Belfast 7 3000 gal	To scene
	WiscoyRoszburg 7	To Scene
	Belfast Cascade System	To Scene
	Belfast 8	To Scene
	Lyndon Pumper	Standby at Rushford Fire Hall

4D: Additional response when requested by Incident commander. Use 4B if not needed at primary scene. Else use 4D	Fillmore 2	To Scene
	Arcade Tanker 2000 gal	To Scene
	Oramel 701 - 1000 gal	To Scene