

SCOTTS VALLEY FIRE PROTECTION DISTRICT



STANDARD OPERATING PROCEDURES DATE APPROVED: APPROVED:	ARTICLE: II	SOP: 2400
	SECTION: 2400 Response Procedures	
	SUBJECT: Strike Team Responses	
	03/23/2026	

Purpose: To provide a uniform Mutual Aid plan for the most effective mobilization and utilization of firefighting resources within and outside Santa Cruz County.

Scope: The use of Scotts Valley Fire Protection District (SVFPD) resources for mutual aid strike team activation will be governed as outlined in this document and follow those guidelines established in the Santa Cruz County Fire Services Mutual Aid Plan.

Procedure: Fire agencies within Santa Cruz County will be subject to providing mutual aid in the form of strike teams or task forces as follows:

1. Type 1 Engine Strike Team
2. Type 3 Engine Strike Team
3. Water Tender Task Force
4. Medical Transport Task Force


Each Strike Team or Task Force will also include an approved Strike Team Leader and trainee as assigned by the Area Fire Coordinator (CZU)

Strike Team Conditions, Controls and Activations

- All requests for strike teams and task forces resources will go through the Operational Area Coordinator (OOAC) via NetCom or CZU ECC.
- The OAC and/or the CZU ECC will assign resources to the requested strike team or task force based on resource availability as listed in the Santa Cruz County IMAS Google sheet.
- SCO will staff the following resource(s) (in order of priority):
SCO will provide resources for Type 1, Type 3 or Water Tender requests. SCO will also provide single resources such as Strike Team Leader Engine, STEN Trainee or Fire Line Medical personnel as authorized by the duty chief. The fire chief shall be notified of any out-of-county response.

Staffing and Callback Guidelines

The following provides guidance for staffing callback related to strike team and out of county responses:

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Priority 1 is Staffing the District.

Priority 2 is Staffing the type 3 or type 1 for out of county response to support the county's ability to fill a complete strike team.

- 1.) Initial attack (IA) – one (1) minute response: On duty personnel. Will attempt to rotate ASAP if needed. Usually within the first 36 to 48 hours.
- 2.) Immediate Need – 30-minute response:
 - Four (4) full time personnel committed to 14-day assignment, or
 - Three (3) full time personnel and one (1) Paid Call Firefighter (PCF) committed to 14-day assignment, or
 - Three (3) full time personnel and one (1) PCF or four (4) full time personnel for minimum of 7 days with possible rotations.
- 3.) Planned need 1 hour response / or potentially longer:
 - Same as #2 above
 - Utilize availability spreadsheet and crew sense callbacks to fill

Maximum number of IAFF 3577 member out of county is five (5) +/- depending on the ability to staff the district. This would allow up to seven (7) total personnel out of county: four (4) on an engine, one (1) single resource, one (1) BC STEN/TFL, and one (1) BC or single resource.

BC's will self-regulate and up to two (2) may be out of county at the same time if the remaining BC, or acting BC(s), can cover the district.

Water Tender Task Force

A Water Tender Task Force consists of:

- 3 Water Tenders (may be all one type or mixed types)
 - 1 Task Force Leader (Assigned by CZU ECC from approved list)
- Water tender task forces are configured in CAD to dispatch the 3 closest available water tenders. The water tender task force leader will be assigned by the OAC/CZU ECC at the time of request.

WT-2550 will take part in water tender task forces and structure protection task forces for in-county or adjoining county requests. Any out-of-county response must be authorized by the duty chief.

Phantom Engine Identifiers

Phantom ID numbers are used for the identification and dispatch of engines for Type 1, and Type 3 strike teams. The dispatch of:

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- E2519 will signify a Type 1 engine request
- E2539 will signify a Type 3 engine request

NetCom may dispatch the phantom engine number if it is not known exactly which SCO engine will fill the request. This allows the duty chief to determine which resource will respond.

Appropriate radio protocol to use when a phantom ID is used for dispatch purposes is for the responding unit to identify itself to NetCom using their normal identifier and verbalize to Netcom that this unit is responding in place of the phantom number dispatched.

Example: "NetCom – Engine 2511 responding in place of Engine 2519."

Type 1 – Strike Team Activation

NetCom may page a 558 administrative station page and dispatch Engine 2519 for a type 1 engine strike team. This will allow the department to use either 2510, 2511 or 2512 to fill the request. The duty chief will determine the appropriate resource to be sent. If the CZU ECC knows ahead of time which type 1 is going, NetCom may dispatch the correct engine directly.


Type 3 – Strike Team Activation

NetCom may page a 558 administrative station page and dispatch Engine 2539 for a type 3 engine strike team. This will allow the department to use either 2537 or 2538 to fill the request. The duty chief will determine the appropriate resource to be sent. If the CZU ECC knows ahead of time which type 3 is going, NetCom may dispatch the correct engine directly. E2538 should be the first out Type 3 if available.

Single Resource Activation

SCO will fill single resource requests on a case by case basis and when staffing allows. All requests for single resources must be approved by the duty chief. All single resources will have met the CICCIS requirements for the position being filled and be listed in the Interagency Resource Ordering Capability (IROC) application. IROC is managed by the Cal Fire ECC in Felton.

Examples: *Fire Line Medic/EMT, Strike Team Leader Engine, STEN Trainee, FOBS, Safety Officer etc.*

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Initial Attack, Immediate and Planned Need Strike Team/Task Forces

Initial Attack Responses: In -county requests are normally of this type, but it is not uncommon for this response to be requested for adjacent operational areas. Travel is normally “Code 3” and resources must **respond immediately** or as quickly as possible. Strike team /task force rendezvous will normally happen only at the incident. A unit arriving at an incident prior to the arrival the STL/TFL may receive an assignment from the incident commander and should relay this information to the STL/TFL when possible. Under no circumstances, will more than one resource respond out of district without duty chief authorization.

Immediate Need Responses: Dispatch could be within the same operational area, adjacent operational area, or other operational areas. This type of request merits a response of the requested resource **within 30 minutes** from time of dispatch. Response mode may be “Code 2” or “3”, dependent on direction from STL/TFL. The ST/TF may or may not rendezvous prior to departure. Under no circumstances, will more than one resource respond out of district without duty chief authorization.

Planned Need Responses: Normally requires travel time and the assignments are of an extended duration type of incident. The area fire coordinator has traditionally been able to give responding agencies some lead time to prepare for a pending planned need dispatch. Personnel and apparatus shall be ready to **respond within 1 hour** of notification of a planned need request. Response mode will normally “not be Code 3” and a rendezvous will usually occur prior to departure. Under no circumstances, will more than one resource respond out of district without duty chief authorization.

* Operational Area is synonymous with County.