



*Sullivan County Emergency Services Training Center*  
*Emergency Services Training Center*  
*John Hauschild, Training Coordinator*  
615 Old White Lake Turnpike  
Swan Lake, NY 12783  
Phone: 845-807-0509  
Fax: 845-292-0968  
E-Mail: [John.Hauschild@co.sullivan.ny.us](mailto:John.Hauschild@co.sullivan.ny.us)

# TRAINING ANNOUNCEMENT

<b>Course Title:</b>	<b>LIVE FIRE TRAINING SAFETY</b>
<b>Location:</b>	<b>SULLIVAN COUNTY EMERGENCY SERVICES TRAINING CENTER</b>
<b>START DATE:</b>	<b>JANUARY 11, 2017 @ 7:00PM</b>
<b>Instructor:</b>	<b>THOMAS DEMPSEY JR.</b>
<b>Other Dates:</b>	<b>NONE</b>

## Course Description

Live Fire Training – NFPA 1403, 2012 Edition

The purpose and intent of this course is to provide the student with basic understanding of the requirements of NFPA 1403 Standard on Live Fire Training Evolutions. It is intended that the student be provided with an introduction to the necessary knowledge and tools to properly prepare and conduct live fire-training evolutions. This program provides an in-depth analysis of NFPA 1403; addressing evolutions at municipal training centers, gas fired training buildings and exterior props, vehicle fires and acquired structures and exterior class B fires. It is also designed to provide an overview of live fire training requirements, especially for responsible individuals such as commissioners and chiefs who may not be directly involved with the conduct or planning of these evolutions, but with whom may rest the ultimate responsibility for training within their jurisdiction.

**Designed for:** Commissioners, chief officers, presidents, members of boards of directors and elected officials who may have legal authority and responsibility for fire department live fire training activities and those who actually conduct live fire evolutions.

## Prerequisite

NONE

**PRE –REGISTRATION REQUIRED: FAX OR EMAIL TRAINING COORDINATOR FORMS CAN BE FOUND AT SULLIVAN COUNTY BUREAU OF FIRE WEB SITE UNDER TRAINING AT [www.co.sullivan.ny.us](http://www.co.sullivan.ny.us)**