



South Bay Regional Public  
Safety Training Consortium  
& the San Jose Fire Department



## AH-330

# Strike Team/Task Force Leader – All Hazards

### **Class Description:**

This course contains the *new curriculum* regarding tactics and strategy in the Wildland Urban Interface (WUI) as it relates to the management of a strike team or task force and meets the S-330 training requirements of the California Incident Command Certification System (CICCS) for the position of *Strike Team/Task Force Leader – All Hazards!!*

You'll have the following case studies presented in class – Station Fire (Camp 16 burn-over), Freeway Fire (structure defense challenges), Esperanza (burn-over). You and your group of colleagues will participate in a simulated STEN/TF Leader exercise in a residential community utilizing all of the new WUI terminology, strategy, tactics, identifying TRA's in providing structure defense size up's as well as strike team engine placement for defensible structures.

**Instructor:** TJ Welch

**Prerequisites:** I-200 & one of the following: Engine Boss, Crew Boss, or Heavy Equip Boss

### **Date, Time & Location:**

March 25-28, 2019 0900 – 1730 hours

San Jose Fire Department Training Center  
255 S. Montgomery St., San Jose, CA. 95110

**Cost:** \$299 (SJFD will cover this cost for SJFD personnel who attend the course.)

Textbooks and required materials will be provided for use in class. Students should bring a laptop or USB compatible device to class as some materials may be provided electronically via a flash drive.

### **Registration Begins Tuesday, January 22nd**

To enroll, please contact: South Bay Regional Public Safety Training Consortium at (408) 229-4299 or by email at [firereservations@theacademy.ca.gov](mailto:firereservations@theacademy.ca.gov). Registrations will be accepted up to the date of class if space is still available.

**REFUND/CANCELLATION POLICY:** No refund will be given if student does not attend and/or cancels 13 (or less) calendar days prior to start of class.