

## Reading Smoke – the Sequel



Courtesy of Battalion Chief Dave Dodson & www.firefighterclosecalls.com

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## “Sequel”?



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- “Reading Smoke” is far from absolute – therefore there is room for interpretation
- Many have “added” fingerprints to the curriculum – helping the information become more street friendly

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## Noted thanks to.....

- John Tanaka, Captain, Everett, WA
- Peter McBride, Ottawa Duty Safety Officer
- Dave Ross, Chief of Safety for Toronto
- Billy Goldfeder, Chief of Global F/F Safety!
- NIST: the National Institute of Science and Technology
- Bobby Halton, Ted Nee, Mike West, Brian Kazmierzak, Ed Hadfield, and Gerald Tracy (and many more)
- You – and your emails, videos, and pictures!

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## PowerPoint NOTE

This PowerPoint can serve as a good teaching tool – but is best presented with video examples. Those are NOT included here – you must find your own examples. [www.youtube.com](http://www.youtube.com) has many examples: search under “flashover” or “house fires.”

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## The Sequel Plan



- Give you something to help at your next structure fire
- Review the basic process
- Update/refocus some key points
- Offer some “short cuts”

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## The Basic Process

**Reading Smoke can help you answer 3 questions:**

1. **Where, specifically, is the fire?**
2. **How big or intense is the fire?**
3. **How fast is it changing? (rate and severity of fire spread)**

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## Basic Process – the Science

3 concepts help you read smoke:

1. Smoke is **FUEL**
2. The fuels have changed – **more continuity and explosiveness than previously taught**
3. The smoke has trigger points



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## Smoke is Fuel - Particulates

- 70% of smoke is particulate
- Soot (Black)
- Ash (White)
- Fibers/dust/pulp



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## Smoke is Fuel - Aerosols

- Water
- Hydrocarbons (black oil droplets)
- Some oils have self-ignition temps as low as 460°F



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## Consider this...

The following gases create “*ladder fuels*” within smoke (remember, there are particulates and aerosols also).

Gas	Self-Ignition Temperature	Flammable Range
Acrolein	450°F	3-31%
Benzene	928°F	1-8%
Hydrogen Cyanide	1000°F	5-40%
Carbon Monoxide	1123°F	12-74%

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## Remember...



- Your gear TTP masks heat initially – you can’t feel 450°F for minutes – yet the smoke you are crawling in is ignitable!
- The thicker the smoke – the more continuity of fuel between you and the fire.

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## Concept #2 – Fuels have changed!



- More synthetics
- Lower density/mass
- High surface-to-mass
- This adds up to **MORE** smoke

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### Concept 3: Triggers for Smoke Ignition

*Right Temperature & Right Mixture*



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### Temperature Triggers



- Flashpoint = smoke explosions**
- Firepoint = rapid fire spread**
- Ignition Temperature = flashover and backdraft**

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### Mixture Triggers



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## Other Prerequisites to Reading Smoke

You must be able to determine...

- The Rate of Change – getting better or worse in seconds or minutes.
- Is the “box” absorbing heat? **Laminar vs. TURBULENT flow**

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## The “Reading Smoke” Process

Process Rules:

1. Nothing is absolute
2. Compare ventilation openings (**restricted or unrestricted, smoke or no smoke**)
3. **Watch the smoke –not the flames!**



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## The “Reading Smoke” Process



Don't Forget:

- Turbulent vs. Laminar
- Measure Rate of Change
- Smoke is FUEL!

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# The 3-Steps for “Reading Smoke”

1. Inventory & compare smoke attributes: **volume, velocity, density, and color**
2. Factor in influences that change the meaning of VVDC
3. Answer the questions: Fire location? Size of fire? What will it do next? (**better or worse/seconds or minutes**)



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## STEP 1: Inventory and compare the key attributes

- Volume
- Velocity (Pressure)
- Density
- Color



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## VOLUME



- Gives an impression
- Establishes relativity to the “box”
- Remember: a small volume of smoke from a very large box is significant
- Volume is a source of pressure (velocity)

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## VELOCITY (Pressure)



- How fast is the smoke leaving?
- **Turbulent or Laminar?**
- Is laminar smoke heat or volume pushed?
- Compare velocity from like-sized openings to find fire location

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## Density



- **Most Important Factor**
- Tells you the future
- Continuity of Fuel
- Likelihood of an Event
- "Degree" of the Event

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## Color



- Tells Stage of Heating
- Should compliment velocity to find location of fire
- "Brown" Smoke is usually unfinished wood being heated
- Remember, smoke color can be **filtered** over distance or through resistance

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## STEP 2: Factor in Influences

- Container (*defines the significance of VVDC*)
- Weather



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## STEP 3: Answer the Questions

- Where's the fire?
- How big or Intense is the fire?
- How fast is it changing? (*Getting better or worse – in seconds or minutes?*)



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## Update/Refocus



- Velocity trumps color
- **ANY** thick, fast moving smoke is ignitable
- Zero visibility makes you a slave to your environment

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## Update/Refocus



**Turbulent smoke** is ready to flash – and indicates that floor temperatures are past human life thresholds (zero rescue profile!)  
**Manage it – but reduce your risk-taking!**

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## Update/Refocus



**Opinion:** Ventilation has never been more important and needs to be our #1 tactical priority (*make the building behave!\**)

*\*Tom Brennan – we'll never forget you!*

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## Short Cuts (not absolute)

- Black/Thick/Fast = heat and explosive
- Black/Thin/Fast = flame near
- White w/Speed = hot – but fire is distant
- Uniform speed/color (steady flow & light color) from many places = deep seated fire
- Brown = unfinished wood being heated
- Turbulent = Flashover

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