

**FULL STAFF EAP**

If **single whistle** Rescue Guard activates the EAP with single whistle, enters the water and performs the correct rescue. Rover moves to Rescue Guard location, assists if needed, and assumes Rescue Guards spot. All other guards expand coverage.

If **triple whistle** guards clear the pool, guard 5 gets key shuts pump off

If **double whistle** guards respond in the following:

POSITIONS	PRIMARY DUTIES IF NOT RESCUE GUARD	DUTIES BASED ON LOCATION OF RESCUE
<b>Responding Guard will activate the EAP by blowing two whistles and yelling for the correct board for the rescue. Guard will enter the water and perform the correct rescue.</b>		
ROVER	move to rescue, assist rescue	
1	whistle relay, expand coverage, remain elevated	
Q	if staffed, follow 3 duties	
2	whistle relay, assist rescue/crowd	IF chair 1 is rescue guard, 2 will remain elevated, expand coverage
3	whistle relay, assist rescue/crowd	
4	whistle relay, AED	
5	whistle relay, 911, pumps & gate	
6	whistle relay, assist rescue/crowd, announcement if needed	
7	whistle relay, boards	
8	whistle relay, assist rescue/crowd	
9	not staffed, whistle relay, assist rescue/crowd	

**HALF STAFF**

If **single whistle**, Rescue Guard activates the EAP with single whistle, enters the water and performs the correct rescue. Remaining Guards expand coverage until Rescue Guard can resume spot - no rotations until guard is back.

If **triple whistle** guards clear the pool, guard 5 gets key shuts pump off

If **double whistle** guards respond in the following:

POSITIONS	PRIMARY DUTIES IF NOT RESCUE GUARD	DUTIES BASED ON LOCATION OF RESCUE
<b>Responding Guard will activate the EAP by blowing two whistles and yelling for the correct board for the rescue. Guard will enter the water and perform the correct rescue.</b>		
1	whistle relay, remains elevated expands coverage	
2	whistle relay, assist rescue/crowd	IF 1 is rescue guard, 2 will remain elevated, expand coverage
4	whistle relay, AED	
5	whistle relay, 911, pumps & gate	
6	whistle relay, assist rescue/crowd	
7	whistle relay, boards	

**FOLLOW UP NOTES:**

if spinal, board should move through water and meet the victim/rescuer near the point of the pool to begin back boarding, if woody, guards choice water vs. land

full staff should have 4 guards to board: rescue guard, 7, rover & next on scene

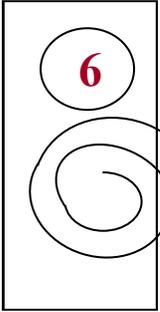
half staff should have 3 guards to board: rescue guard, 7 & next on scene

R

8

1

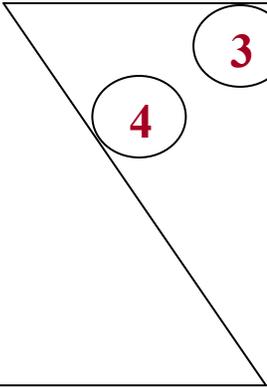
Q



6

9

7

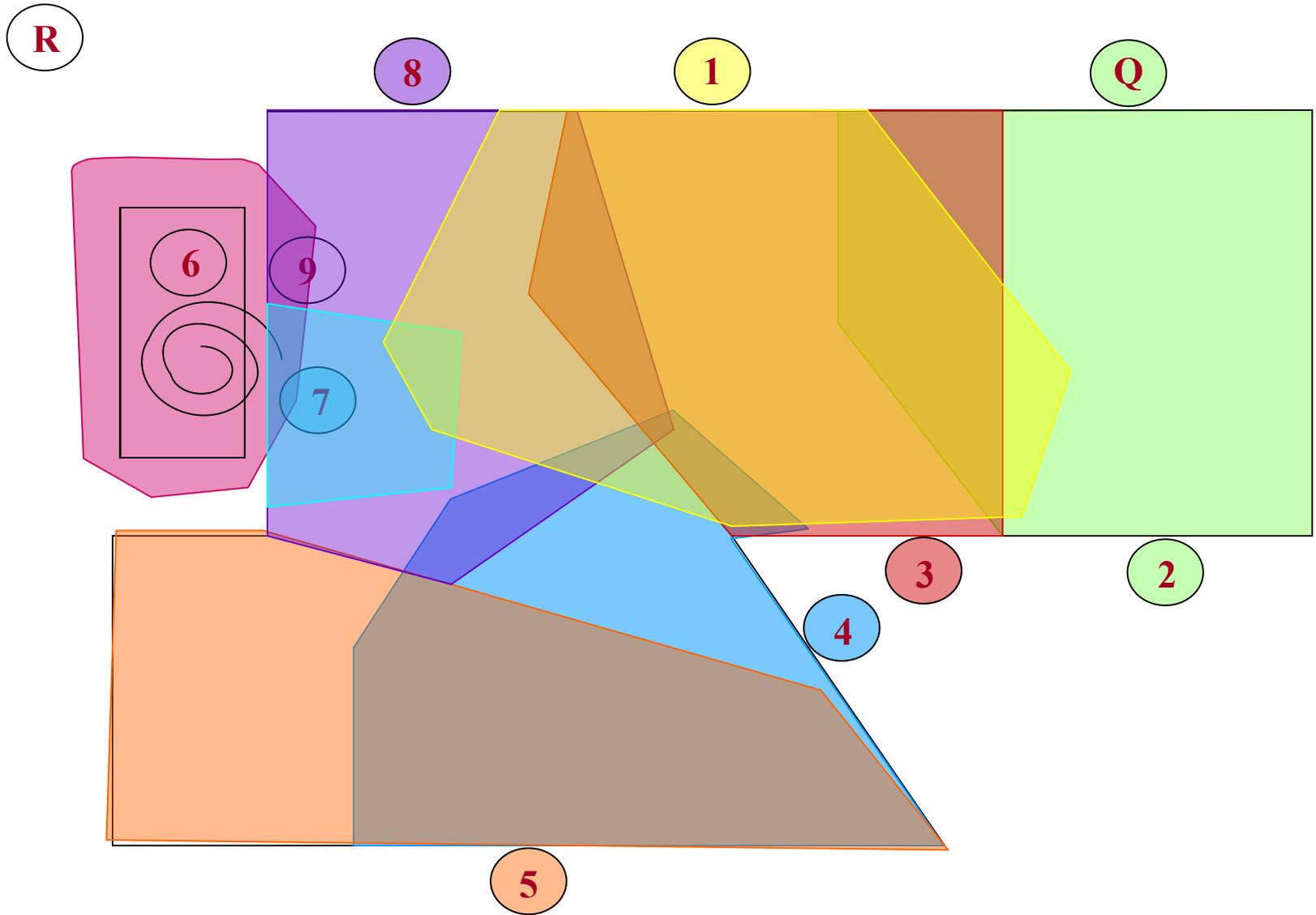


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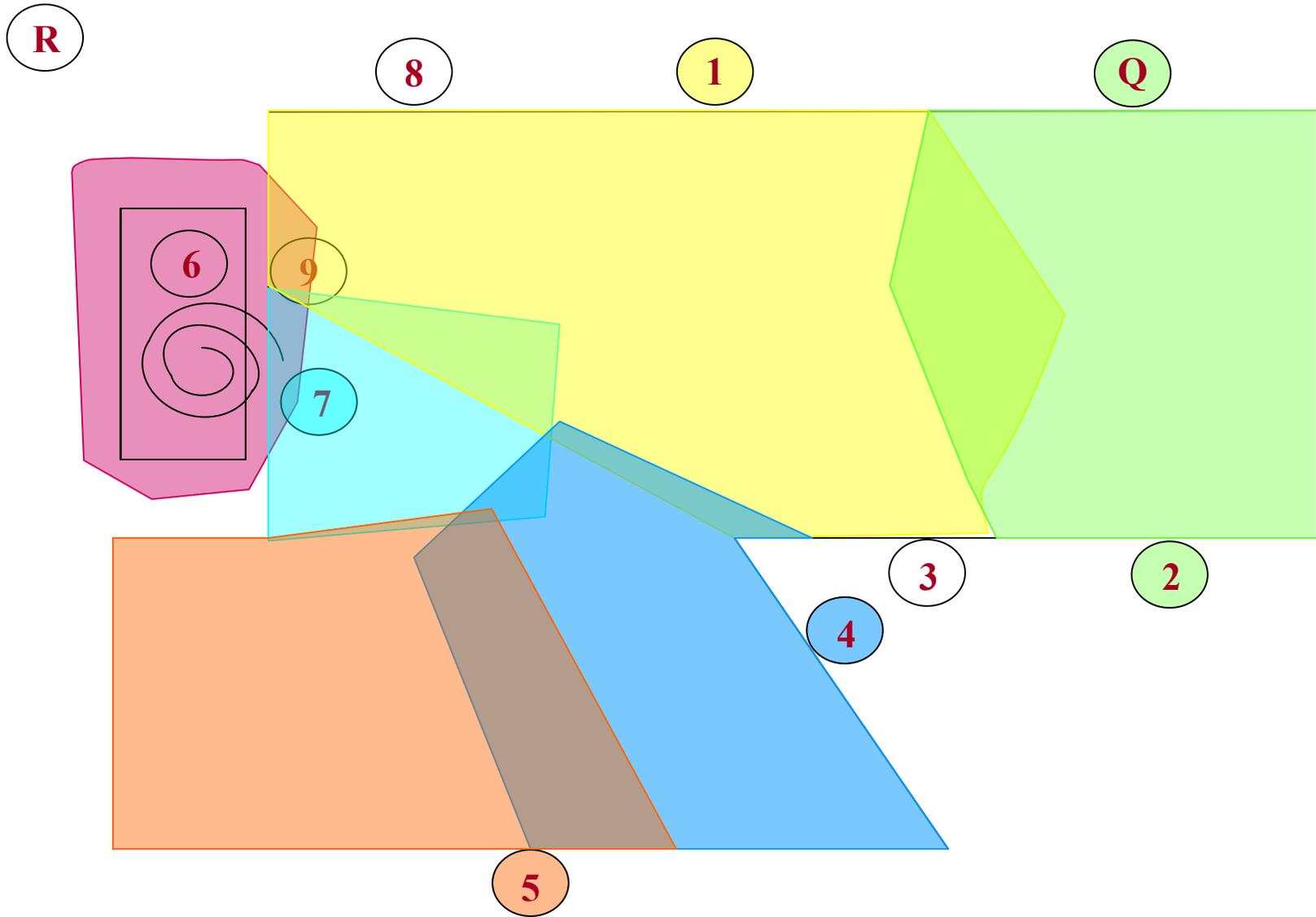
2

4

5



Coverage Map - Full Staff



Coverage Map -  
Half Staff

Half staff includes:	
1	2/Q
4	5
6	7

**R**

1. Activate EAP
2. MOVE to rescue
3. Assist with Rescue

**8**

1. Activate EAP
2. Rescue as needed
3. Assist with crowd

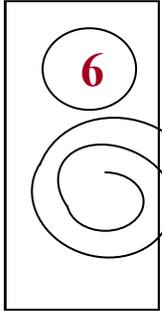
**1**

1. Activate EAP
2. Rescue as needed
3. If not Rescue guard, remain elevated

**Q**

1. Activate EAP
2. Rescue as needed
3. Provide crowd control as needed

1. Activate EAP
2. Provide crowd control as needed
3. Announcement if needed



**6**

**9**

**7**

1. Activate EAP
2. Bring correct board
3. Assist with rescue

1. Activate EAP
2. Rescue as needed
3. Provide crowd control as needed

**3**

**2**

**4**

1. Activate EAP
2. AED - Office

1. Activate EAP
2. Rescue as needed
3. If 1 is Rescue Guard, remain elevated

**5**

1. Activate EAP
2. Call 911
3. Turn off pumps
4. Open gate
5. Wait for ambulance - escort
6. Crowd control

EAP Map - Full Staff

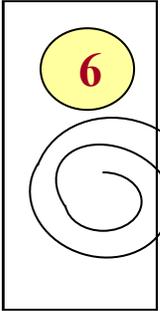
**R**

**8**

**1**

**Q**

- 1. Activate EAP
- 2. Provide crowd control as needed
- 3. Announcement if needed

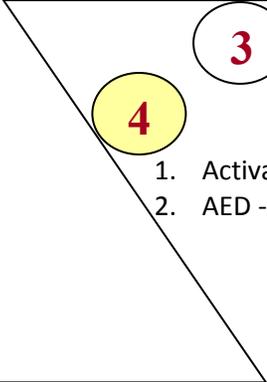


**9**

**7**

- 1. Activate EAP
- 2. Bring correct board
- 3. Assist with rescue

- 1. Activate EAP
- 2. Rescue as needed
- 3. If not Rescue guard, remain elevated



**3**

**4**

- 1. Activate EAP
- 2. AED - Office

**2**

- 1. Activate EAP
- 2. Rescue as needed
- 3. If 1 is Rescue Guard, remain elevated



**5**

- 1. Activate EAP
- 2. Call 911
- 3. Turn off pumps
- 4. Open gate
- 5. Wait for ambulance - escort
- 6. Crowd control

### EAP Map - Half Staff

Half staff includes:

1	2/Q
4	5
6	7