

**CFR**


Congreso Internacional Fuego y Rescate



# 3D Firefighting

## *Controlling the Environment*

Valdivia, Chile  
January 2010

**CFBT-US**   
Not just what and how, but why!



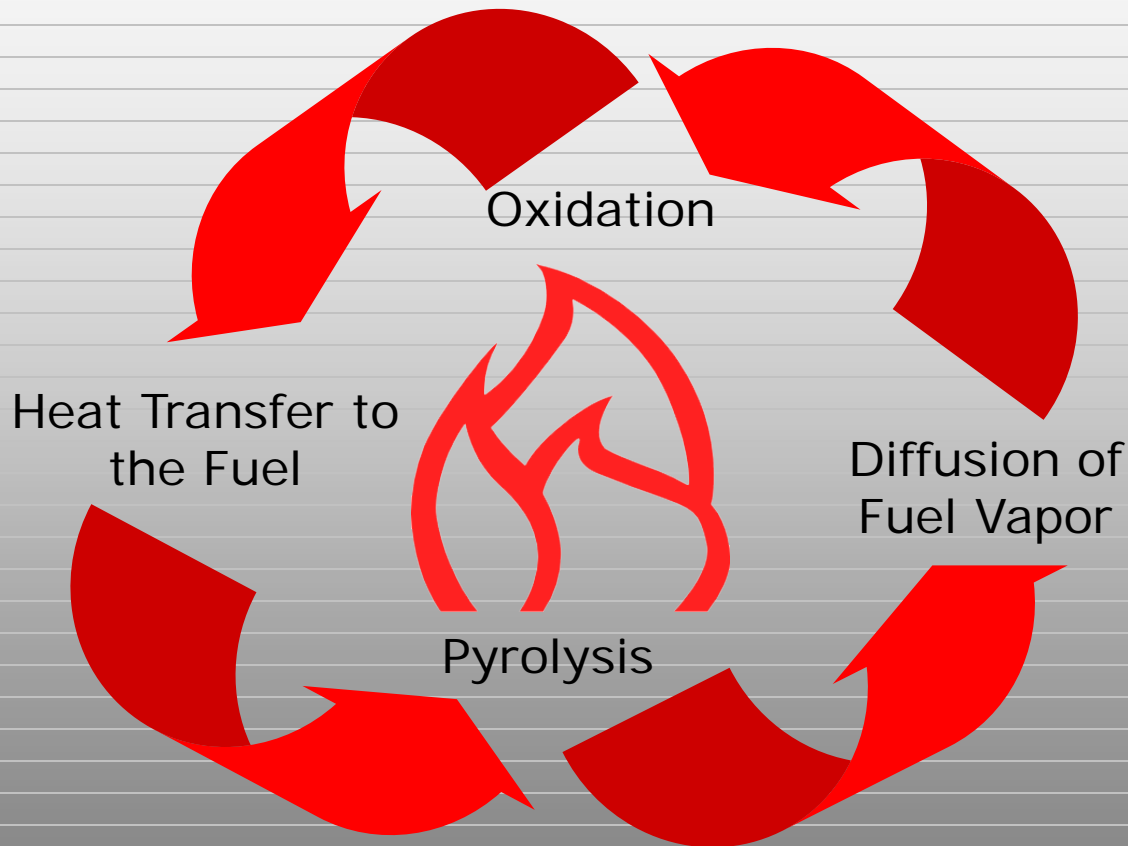
In order to extinguish a fire properly, it is necessary for the firemen to approach it for the purpose of putting the water wherever it is most wanted. Any attempt to extinguish a fire from a distance almost invariably proves a failure.

Fire Protection, 1876  
Sir Eyre Massey Shaw  
Chief, London Fire Brigade

# Learning Outcomes

- ▶ Identify and describe factors influencing effectiveness of extinguishment by cooling
- ▶ Describe the application of indirect attack, direct attack, and 3D gas cooling

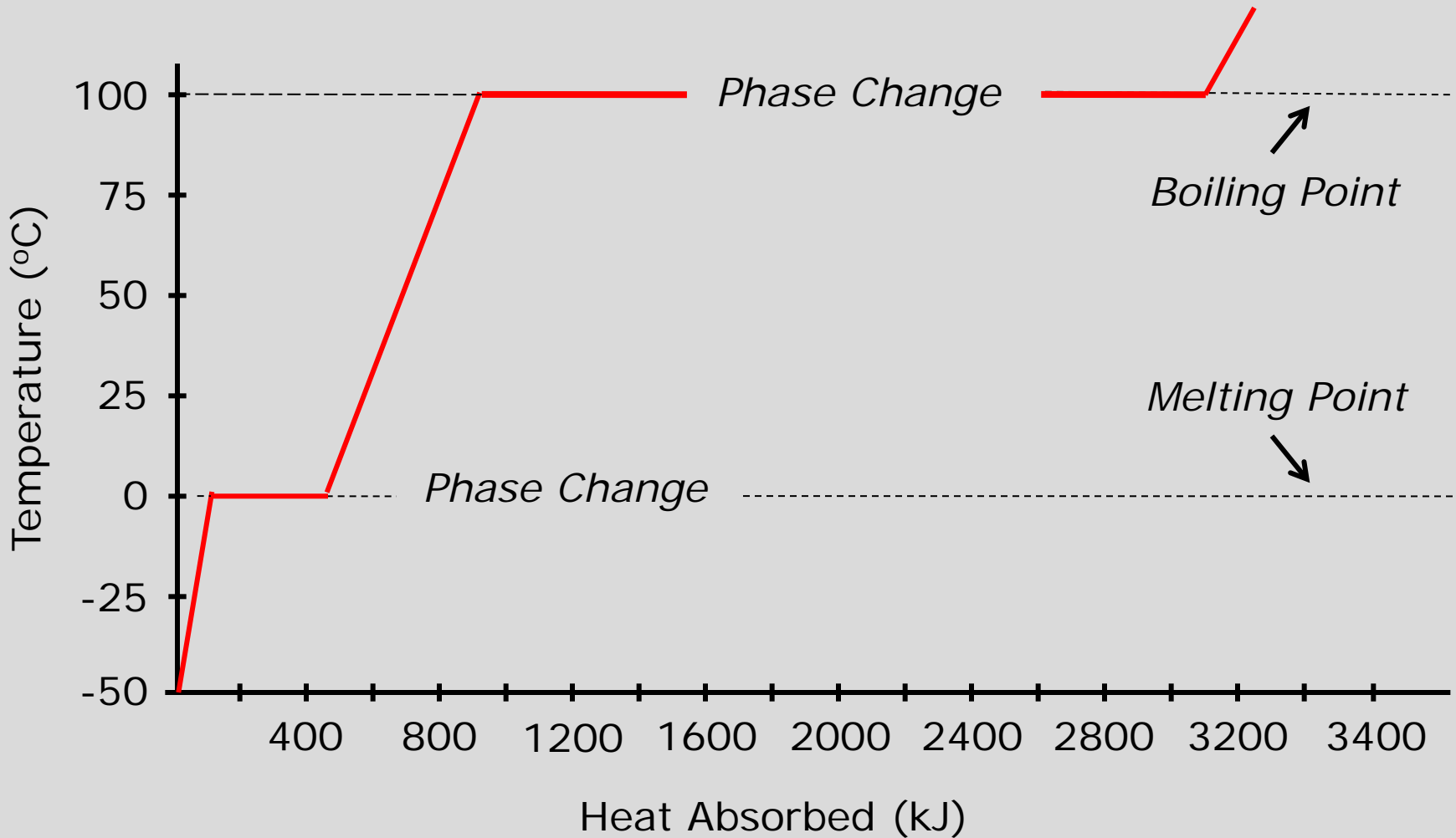
# Extinguishment by Cooling



*Cooling the fuel*

*Cooling the gases*

# Heating Curve for Water\*

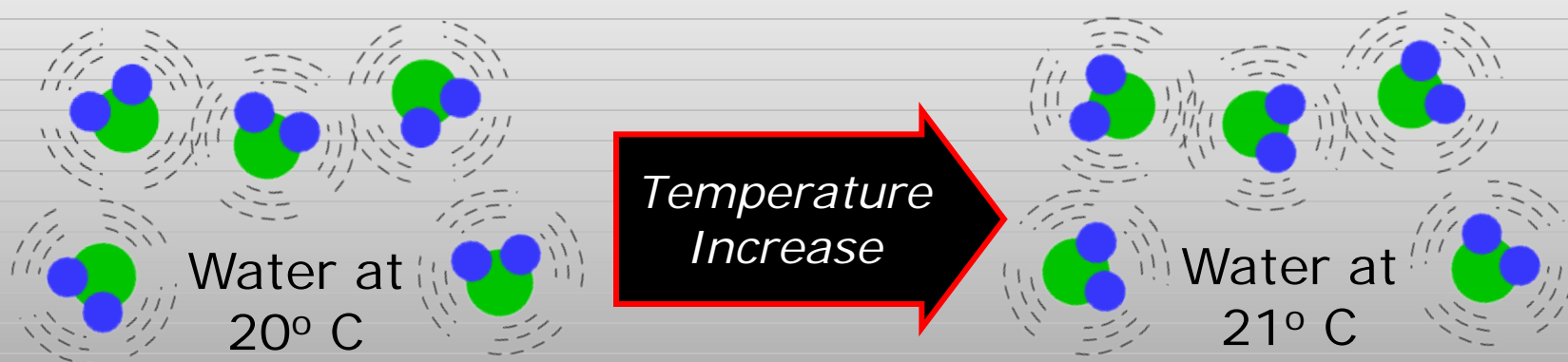


\* 1 kg (2.2 lbs) of Water from ice at -50° C to Steam over 100° C.

# Specific Heat



The amount of heat per unit mass required to raise the temperature by one degree



*Specific heat applies to all states of matter*

Ice 2.093 kJ/kg

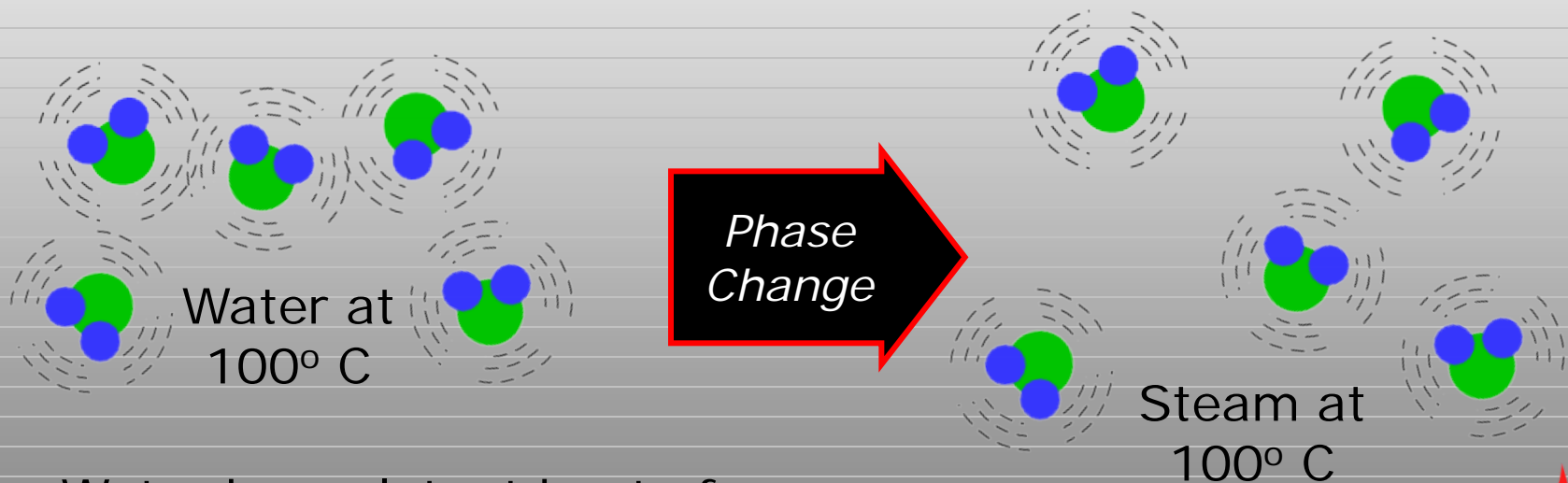
Water 4.186 kJ/kg

Steam 2.009 kJ/kg

# Latent Heat of Vaporization



The amount of heat required to convert unit mass of a liquid into the vapor without a temperature change



Water has a latent heat of vaporization of 2260.0 kJ/kg

# Cooling Capacity

Heat required to raise the temperature of 1 kg (2.2 lbs) of water from 20° C (68° F) to 100° C (212° F)

**0.3 MJ**

Heat required to vaporize 1 kg (2.2 lbs) of water at 100° C

**2.3 MJ**

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Total Heat Required

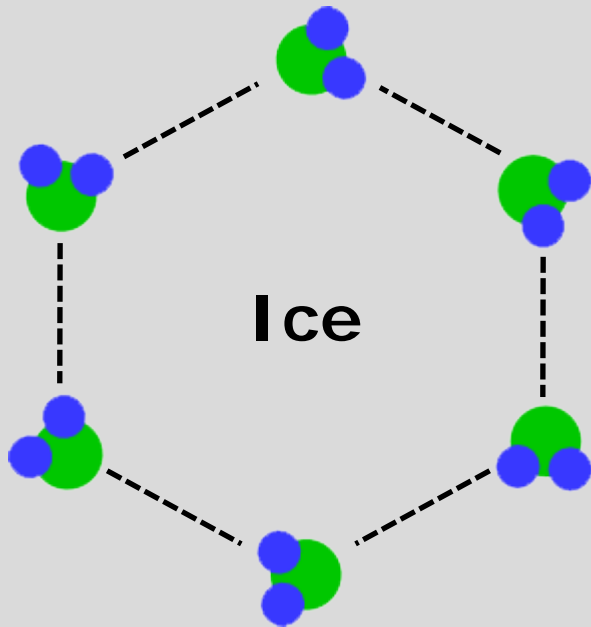
**2.6 MJ**

*What happens after the water is vaporized into steam?*

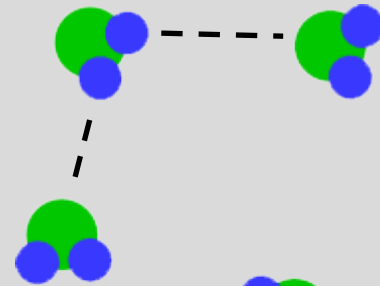


# Molecular Structure

*The dashed lines illustrate the hydrogen bonds between H<sub>2</sub>O molecules as ice and water*



**Ice**



**Water**



**Steam**



**Phase Change Requires Energy to Break the Bonds**

# Heat Release & Flow Rate

## ▶ Heat Release Rate

- *Kilowatts (kW)*
- *Megawatts (MW)*

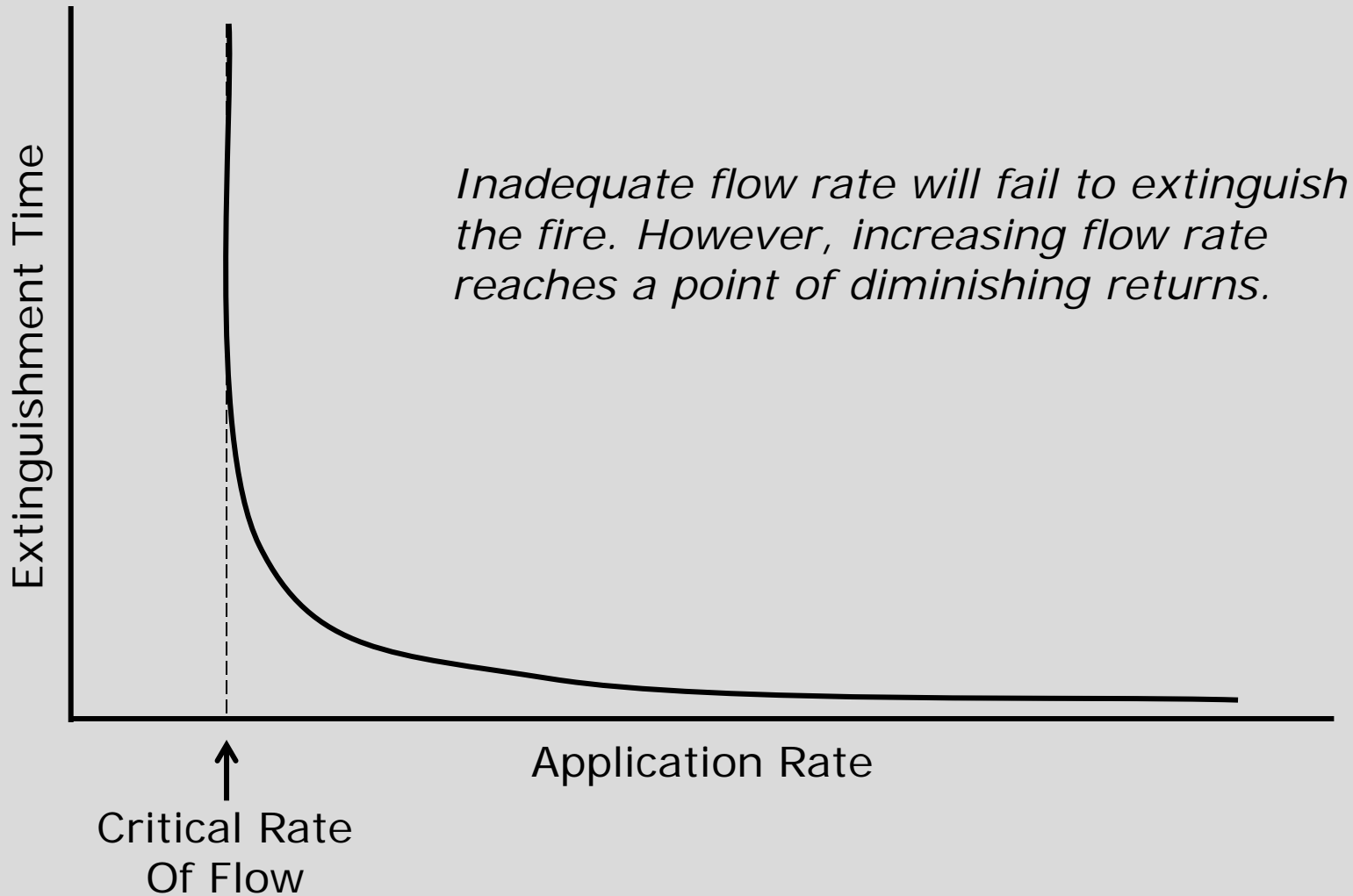
## ▶ Flow Rate

- *Gallons/Minute (gpm)*
- *Liters/Minute (lpm)*

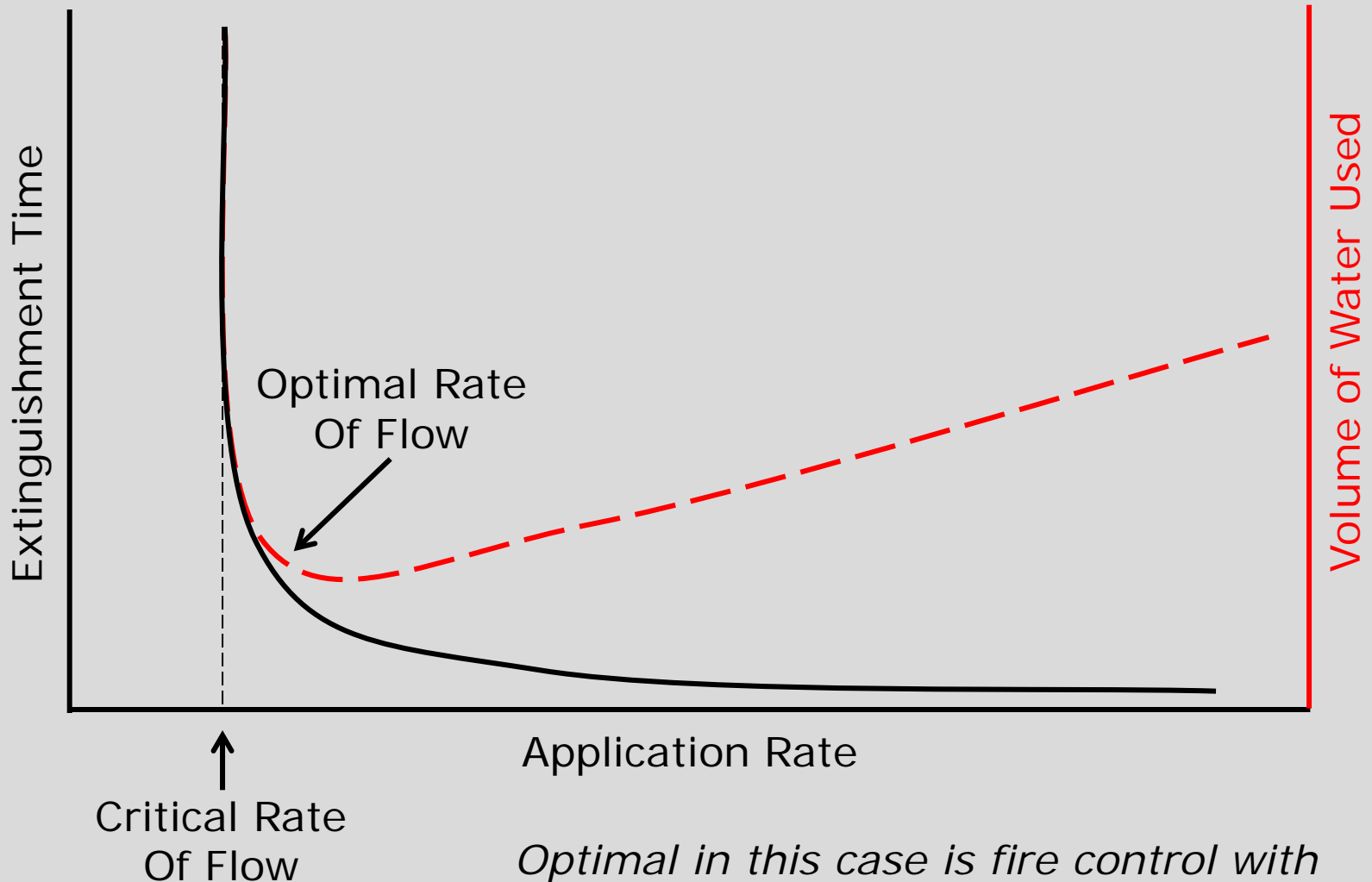


The higher the heat release rate,  
the higher the required flow rate!

# Critical Rate of Flow



# Optimum Rate of Flow



*Optimal in this case is fire control with the minimum volume of water used.*

# Theory and Application

- ▶ Only a small fraction of theoretical cooling capacity can be achieved on the fireground.
- ▶ Actual cooling is dependent on the efficiency of the fire stream (and its use).
- ▶ Water is applied to cool one of four things:
  - *Hot gases*
  - *Surface of burning fuel*
  - *Surface of unignited, but pyrolyzing fuel*
  - *Surface of unignited fuel (exposure protection)*

# Cooling Hot Gases

- ▶ Hot gas layer temperature can be 600° C (1112° F) at the point of flashover.
- ▶ The temperature of flames burning in the hot gas layer may be even higher
- ▶ Even pre-flashover, growth stage fires can result in extremely high hot gas layer temperatures
- ▶ Application of water fog into the hot gas layer cools and extinguishes these flames and cools the hot gases.

# Cooling Fuel

## Burning Fuel

- ▶ Application of water onto burning fuel reduces the pyrolysis rate
- ▶ Reduction of fuel vapor production results in extinguishment.

## Unignited Fuel

- ▶ Unignited, but pyrolyzing fuel is contributing fuel to the hot gas layer.
- ▶ This fuel may also be ready to ignite!



- ▶ The efficiency of a fire stream is dependent the total amount of thermal energy absorbed.
- ▶ What factors influence this process?
  - *Think about the difference between cooling hot gases and fuel surfaces.*
  - *Is there a difference in the amount of heat that can be absorbed from application of water to hot gases as compared to hot surfaces?*



# Fire Stream Efficiency

- ▶ Small droplets have greater surface area and absorb heat more effectively than large ones.
- ▶ A thin film of water will have a greater surface area and absorbs heat more readily.
- ▶ Hot surfaces will heat water to 100° C (212° F)
- ▶ Steam in the hot gas layer continues to absorb heat as vapor temperature increases.

# Effective Fire Streams

- ▶ Put the water where it is needed (hot gases or fuel surface).
- ▶ Have an adequate flow rate to absorb heat faster than it is being generated by the fire
- ▶ An effective flow rate is dependent on actual flow rate and the efficiency of the stream



*Water on the floor or running out the door did not do significant work!*

# Fire Control Methods



- ▶ **Direct Attack**
- ▶ **Indirect Attack**
- ▶ **Gas Cooling**

*No method is appropriate under all circumstances!*

# Direct Attack

## Application

Final extinguishing process for burning fuel

## Effect

- ▶ Extinguishes the fire
- ▶ Cools hot surfaces
- ▶ Stops pyrolysis

## Technique

Straight stream applied directly to burning or pyrolyzing fuel.

Smoke is fuel. Direct attack alone does not address this hazard.

# Indirect Attack

## Application

Fully developed fire or potential backdraft conditions within a compartment

## Technique

Medium fog pattern applied from outside the compartment using long pulses to generate a large volume of steam

## Effect

- ▶ Cools hot gases
- ▶ Steam displaces air, smothering the fire
- ▶ Lowers the neutral plane, worsening conditions for casualties and firefighters

# 3D Gas Cooling

## Application

Cooling of hot gases to provide a buffer zone in the immediate work area

## Technique

Pulses of water fog applied into the hot gas layer.

## Effect

- ▶ Cools hot gases
- ▶ Adds thermal ballast
- ▶ Slows pyrolysis
- ▶ May raise the hot gas layer

# 3D Gas Cooling

Application of the correct amount of water to the hot gas layer results in the following:

- ▶ Water is converted to steam and expands
- ▶ The volume of hot gas is reduced as it cools
- ▶ If the correct volume of water is applied the hot gas layer contracts and the bottom of the gas layer rises.

# Nozzle Techniques



- ▶ Fog Stream
  - *Short Pulse*
  - *Longer Pulse*
- ▶ Straight (or Solid) Stream
  - *Penciling*
  - *Painting*



# Pulsing



Short



Long



- ▶ Angle of the Fog Cone

*Maximize the volume of droplets in the hot gas layer*

- ▶ Position of the Fog Cone

*As with angle, maximize the volume of droplets in the hot gas layer*

- ▶ Duration of the Pulses

*Sufficient to cool the gases*

# Nozzle Pressure



150 gpm at 50 psi  
(567.81 lpm at 3.44 bar)



150 gpm at 100 psi  
(567.81 lpm at 6.89 bar)

Droplet size is significant!  
0.3 mm is optimal  
*Size may be estimated  
using "hang time", smaller  
droplets "hang" longer*

# Surface Cooling



- ▶ Pattern

*Straight stream or very narrow fog cone*

- ▶ Force

*Sufficient to reach the target fuel and place water where it is needed*

- ▶ Duration of application

*Sufficient to cool the surfaces, achieve extinguishment and stop pyrolysis*

# Key Points



No one technique is appropriate under all circumstances

- ▶ 3D gas cooling most important when the fire is shielded and hot gases are overhead.
- ▶ 3D gas cooling is a control technique and does not completely extinguish the fire
- ▶ Extinguishing fires involving solid fuel generally requires a direct attack

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