

State of Connecticut Regional Foam Trailer Program

A cooperative program between the
host communities, the Commission on
Fire Prevention & Control and the
Department of Energy and
Environmental Protection

There is no charge for calling or
using the foam trailer units.

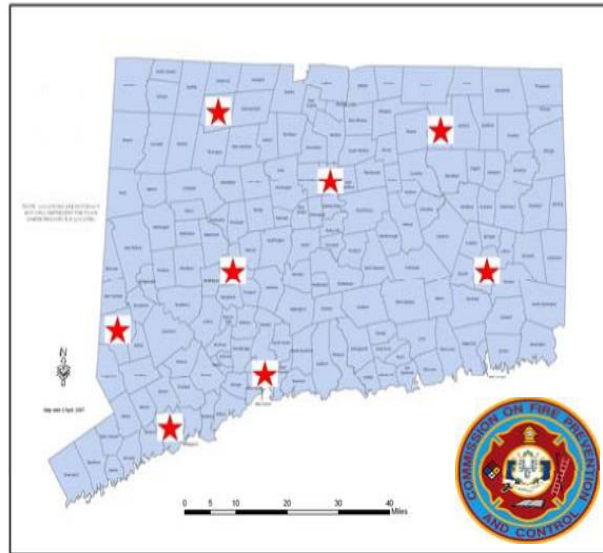
Cost recovery for foam product
used will be handled through the
Connecticut Department of Energy and
Environmental Protection. You must
request dispatch of units through DEEP!

For additional information on the
foam trailers contact:

Commission on Fire
Prevention and Control
Office of the State Fire Administrator
34 Perimeter Road
Windsor Locks, CT 06096
(877) 5CT-FIRE (in-state toll-free)
(860) 627-6363 Ext. 230

The Connecticut Department of
Environmental Protection will dispatch
the two nearest foam trailer units to your
incident. Please do not contact the host fire
departments directly.

Actual responses may vary depending on
circumstances at the host department(s),
location, and type of incident.



State of Connecticut Regional Foam Trailer Program



State of Connecticut

Commission on Fire Prevention
and Control

In cooperation with

Department of Energy and
Environmental Protection Emergency
Response and Spill Prevention Division

and the

Danbury, Fairfield, Hartford, New Haven,
Norwich, Waterbury, Willington and
Winsted Fire Departments



Host Fire Departments

**Danbury, Fairfield, Hartford,
New Haven, Norwich, Waterbury,
Willington and Winsted**

Foam Trailer Capabilities

500 Gallons of National Foam
"Universal ® Gold"
1% / 3% Haz-Mat foam

Elkhart 500 GPM fixed\portable monitor

Two (2) 200' 1 3/4 " pre-connect lines

One (1) 300' 2 1/2" pre-connect line

Electric transfer pump allows the supply
of operating foam pumpers or refilling the
trailer

Easy operation-just connect to a
water source-use fresh or salt water

Dispatch Information

We encourage you to call for the foam
trailers for any large incident beyond the
foam capabilities of the local fire
department.

Connecticut Department of Energy
and Environmental Protection
24 hour dispatch number

1-860-424-3338

At minimum, the two nearest trailers
will be dispatched to your location.
Additional foam trailer units will be
dispatched as needed.

Why do you need foam?

Foam is needed for any fire or spill involving
flammable or combustible liquids.

Water will not float on hydrocarbon products
such as gasoline or diesel fuel. Using water
on burning gasoline will cause the fuel to
splatter, spreading the fire. Water used on
a fire in a contained area will sink to the
bottom and may cause the container to
overflow.

The application of foam also reduces the
toxic and flammable vapors given off by
fuels such as gasoline.

Universal ® Gold 1% / 3% AR-AFFF

The foam trailers use National Foam
Universal ® Gold Class B foam. Most
Class B foams must be applied in
concentrations of 3% or 6%. Universal
Gold can be used in 1% to 3% solutions.
This results in less foam being used as
compared to regular foams.



Class B Foams

The foam provided in the trailer is
Class B foam for use on flammable
and combustible liquids.

Class B foams are usually applied in
3% or 6% solutions. The old rule has
been 3% for hydrocarbon fuels, 6% for
alcohol fuels. In Connecticut, most of
the gasoline used is at least 10%
alcohol. This type of blended fuel calls
for foam application of 6%.

A 100 GPM hand line using 3%
fluoroprotein foam is adequate to cover
a spill of approximately 1000 square
feet. A 100 GPM line applying 6%
AFFF on a polar solvent spill will cover
approximately 500 square feet. NFPA
11 recommends foam application for at
least 15 minutes after fire knockdown
in order to maintain a vapor seal to
prevent re-ignition. This will require
between 45 and 90 gallons of foam.
Larger spills or fires will require
substantially more foam.

A typical structural engine may carry
three 5 gallon pails of foam. This is
enough for a 5 minute application at
3% and 2 minutes at 6%. Hardly
adequate for a large flammable liquid
spill or fire.

Two foam trailers will bring 1,000
gallons of foam to your scene.