

| DATE | TIME | TOPIC | LOCATION | INSTRUCTOR |
|------------------------------|----------|--|----------|------------------------------|
| Wednesday, January 27, 2010 | 1900 hrs | Mandatory Autism Training | 439 | Zane |
| Wednesday, February 3, 2010 | 1900 hrs | Ropes/Knots/Rigging | 281 | SORT |
| Sunday, February 7, 2010 | 0830 hrs | Drive to Survive - BBP/Resp/RTK/PRCS/Gas Detectors/Haz Mat/SOGs/Adminstrative Policies | 431 | Welling/ Visiting Instructor |
| Thursday, February 25, 2010 | 1900 hrs | NJFFS | 431 | B3-Sam Moore |
| Thursday, March 25, 2010 | 1900 hrs | RIC | 431 | Klotz |
| Thursday April 22, 2010 | 1900 hrs | EMS Refresher | 431 | Vena |
| Wednesday April 28, 2010 | 1900 hrs | Live Burn Class A | BCFA | Officers |
| Thursday, May 27, 2010 | 1900 hrs | Decon/HMRU w/ SORT | 431 | Steve King |
| Saturday, June 5, 2010 | 0800 hrs | WUI Exercise | 451 | Officers |
| Thursday, June 24, 2010 | 1900 hrs | | 431 | |
| Thursday, July 22, 2010 | 1900 hrs | Hose Line Deployment/Drafting | Seneca | Klotz |
| Thursday, July 29, 2010 | 1900 hrs | Scavenger Hunt | 431 | Getz |
| Thursday, August 26, 2010 | 1900 hrs | | 431 | |
| Thursday, September 23, 2010 | 1900 hrs | Truck Company Operations | BCFA | Klotz |
| Thursday, September 30, 2010 | 1900 hrs | | 431 | |
| Thursday October 28, 2010 | 1830 hrs | | 431 | |
| Thursday, November 4, 2010 | 1900 hrs | Firefighter Safety | 191 | Klotz/Getz |
| Thursday, December 2, 2010 | 1900 hrs | | 431 | |

1. EVERY INTERIOR FIREFIGHTER IS REQUIRED TO ATTEND ONE OF THE LIVE BURNS
2. DRILLS IN RED ARE REQUIRED FOR ALL MEMBERS INCLUDING FIRE POLICE
3. DRILLS WITH OTHER STATIONS AND TASK FORCES WILL BE POSTED ONE WEEK IN ADVANCE AND DISPATCHED
4. WEDNESDAYS WILL BE UTILIZED FOR DRIVER TRAINING FROM 3/18 THROUGH 10/21 @ 1900 HOURS
5. RESCUE DRILLS WILL BE POSTED UNDER SEPARATE ANNOUNCEMENT

If you have any questions, please contact Chief John Welling at 268-0380 or 609-252-5853
 or at 352-1747 or 859-3270 or Asst. Training Officer Shawn Vena at 268-2485 or 820-6840