NIMS: Resource Typing

Resource Typing is the categorization and description of response resources commonly exchanged in disasters through mutual aid agreements.

Resource Typing allows emergency management personnel to identify, locate, request, order, and track outside resources quickly and effectively, and to facilitate the response of these resources to the requesting jurisdiction.

Resource Typing Requirements

The following checklist is designed as a guide for meeting the NIMS resource requirements:

- Each County department is to maintain completed inventories of departmental resources, identified in the NIMS 120 typed definitions documents, for their department.
- All County departments are to submit completed inventories to OEM by Sept. 30, 06. using the attached spreadsheet.
- OEM will forward completed inventories to OES Region.

Resource Typing Definitions (see attachments)

Resources are categorized by:

- Discipline (fire, law, public works, etc.)
- Category: function (firefighting, law, health, etc.)
- Kind: measurements of capability/capacity (personnel, equipment, supplies)
- Type: minimum capabilities (Type I implies a higher capability than Type II)

Recommendations

Suggestions for changes or new definitions may be submitted to: NIMS-Integration-Center@dhs.gov, or call 202-646-3850.

Considerations

- Some departments may have resources listed in “disciplines” other than their own, or have resources in various “discipline” categories.
- Some resources may be used by more than one of the disciplines that NIMS has listed. This may result in different terms for the same resource. There is no remedy for this.
- Do not "read into" the material. Only identify those 120 typed resources that are in your inventories that meet the exact descriptions.
- Only identify those resources listed in the 120 that you have and maintain. The list is simply a list; it does not imply that you should or should not have the resource.
- There are some resources that reside only at the federal and/or state level. Some disaster assistance resources teams such as Individual and Public Assistance are examples of resources that are state-only.
• In examining your inventories to determine whether you have any of the 120 types, include resources that exceed the minimum requirements described in NIMS. If a resource exceeds the minimum capability described but does not meet the minimum capabilities of the next higher type, then the resource should count under the lower level type.

• Involve other people in the typing of inventory. Others may be aware of volunteer or private sector resources or resources shared among your discipline on a day-to-day basis.

• Some resources may be counted more than once if they are shared resources among different jurisdictions or disciplines; or they may consist of individuals that serve on more than one “team” such as a search and rescue team and a Specialized Weapons and Tactics (SWAT) team. Double-counting may happen and there may be no way to avoid it.

• Available resources do not exclude those that may be used by more than one discipline or team. If mutual aid/state agency coordination is capable to assemble and deliver the resources for a strike team/task force, then that resource capability is to be counted.

• Resources that are not functional should not be counted.

• Resident Disaster Medical Assistance Team (DMAT) teams are not to be counted as state assets since they are only available for a federally declared disaster.

• Private and volunteer resources should only be counted by those jurisdictions that have written agreements that list the jurisdiction having priority usage.

**For resource “Teams”: When determining if you have a team, take the following into consideration:**

• Teams should be counted by the organization that "owns" or "controls" it. This would be the organization that dispatches the team. State and/or federal control of the team does not constitute a local government team.

• There are some teams that are ad hoc and assembled from a multitude of jurisdictions and disciplines. They should be counted only by the agency that dispatches to minimize double counting.

• Teams are composed of state, federal, local government assets.

• Private Sector teams can only be counted by the organization that controls them.

• Having the team is different from having the capability through mutual aid of acquiring a team.

• Written agreements between agencies may be used to create teams, but written agreements alone do not constitute a team.

• The ability to deploy resources does not constitute a team. A team must meet NIMS requirements.

**Summary of the 120 Resources (by Discipline)**

**Animal Protection (7 teams)**

1. Large Animal Rescue Strike Team
2. Large Animal Sheltering Team
3. Large Animal Transport Team
4. Small Animal Rescue Strike Team
5. Small Animal Sheltering Team
6. Small Animal Transport Team
7. Incident Management Team Animal Protection

**Incident Management Resources (22 types)**
1. Airborne Communications Relay Team (Fixed-Wing)
2. Airborne Communications Relay Team (CAP)
3. Airborne Transport Team (Fixed-Wing)
4. Communications Support Team (CAP)
5. Critical Incident Stress Management Team
6. Donations Coordinator
7. Donations Management Personnel/Team
8. EOC Finance/Administration Section Chief/Coordinator
9. EOC Management Support Team
10. EOC Operations Section Chief
11. EOC Planning Section Chief
12. Evacuation Coordination Team
13. Evacuation Liaison Team (ELT)
14. Incident Management Team
15. Individual Assistance Disaster Assessment Team
16. Individual Assistance Disaster Assessment Team Leader
17. Mobile Communications Center (Also referred to as "Mobile EOC")
18. Mobile Feeding Kitchen (Mobile Field Kitchen)
19. Public Assistance Coordinator
20. Rapid Needs Assessment Team
21. Shelter Management Team
22. Volunteer Agency Liaison

**Emergency Medical Services Resources (6 types)**
1. Air Ambulance (Fixed-Wing)
2. Air Ambulance (Rotary-Wing)
3. Ambulances (Ground)
4. Ambulance Strike Team
5. Ambulance Task Force
6. Emergency Medical Task Force

**Fire and Hazardous Materials Resources (19 types)**
1. Area Command Team, Firefighting
2. Brush Patrol, Firefighting (Type VI Engine)
3. Crew Transport (Firefighting Crew)
4. Engine, Fire (Pumper)
5. Fire Boat
6. Fire Truck - Aerial (Ladder or Platform)
7. Foam Tender, Firefighting
8. Fuel Tender (Gasoline, Diesel, AvGas, aka Gas Tanker)
9. Hand Crew
10. HazMat Entry Team
11. Helicopters, Firefighting
12. Helitanker (firefighting helicopter)
13. Incident Management Team, Firefighting
14. Interagency Buying Team, Firefighting
15. Mobile Communications Unit (Law/Fire)
16. Portable Pump
17. Strike Team, Engine (Fire)
18. U.S. Coast Guard National Strike Force
19. Water Tender, Firefighting (Tanker)

Health and Medical Resources (9 Types)
1. Disaster Medical Assistance Team (DMAT) - Basic
2. Disaster Medical Assistance Team (DMAT) - Burn Specialty
3. Disaster Medical Assistance Team (DMAT) - Crush Injury Specialty
4. Disaster Medical Assistance Team (DMAT) - Mental Health Specialty
5. Disaster Medical Assistance Team (DMAT) - Pediatric Specialty
6. Disaster Mortuary Operational Response Team (DMORT)
7. International Medical Surgical Response Team (IMSuRT)
8. NDMS Management Support Team (MST)
9. Veterinary Medical Assistance Team (VMAT)

Law Enforcement and Security Resources (6 Types)
1. Bomb Squad/Explosives Team
2. Law Enforcement Aviation-Helicopters-Patrol & Surveillance
3. Law Enforcement Observation Aircraft (Fixed-Wing)
4. Mobile Field Force Law Enforcement (Crowd Control Teams)
5. Public Safety Dive Team
6. SWAT/Tactical Teams

Public Works Resources (34 types)
1. Air Conditioner/Heater
2. Air Curtain Burners (Fire Box-Above Ground, Refractory Walled)
3. Air Curtain Burners (Trench Burner, In-Ground)
4. All Terrain Cranes
5. Backhoe Loader
6. Chillers & Air Handlers (500 Ton to 50 Ton)
7. Concrete Cutter/Multi-Processor for Hydraulic Excavator
8. Crawler Cranes
9. Debris Management Monitoring Team
10. Debris Management Site Reduction Team
11. Debris Management Team
12. Disaster Assessment Team
13. Disaster Recovery Team
14. Dump Trailer (one type/example only)
15. Dump Truck-Off Road
16. Dump Truck-On Road
17. Electrical Power Restoration Team (Example)
18. Engineering Services
19. Flat Bed Trailer Truck (one-type/example only)
20. Generators
21. Hydraulic Excavator (Large Mass Excavation 13cy to 3cy buckets)
22. Hydraulic Excavator (Medium Excavation 4cy to 1.75 cy buckets)
23. Hydraulic Truck Cranes
24. Lattice Truck Cranes
25. Track Dozer
26. Tractor Trailer (Example Only)
27. Tub Grinder
28. Tug Boat
29. Water Purification Team (USACE Emergency Water Teams)
30. Water Truck (example only)
31. Wheel Dozer
32. Wheel Loaders (Large 41cy to 8cy)
33. Wheel Loaders (Medium 7 cy to 3cy)
34. Wheel Loaders (Small 7cy to 2 cy)

**Search & Rescue (17 types)**
1. Air Search Team (Fixed-Wing)
2. Airborne Reconnaissance (Fixed-Wing)
3. Canine Search and Rescue Team - Avalanche Snow Air Scent
4. Canine Search and Rescue Team - Disaster Response
5. Canine Search and Rescue Team - Land Cadaver Air Scent
6. Canine Search and Rescue Team - Water Air Scent
7. Canine Search and Rescue Team - Wilderness Air Scent
8. Canine Search and Rescue Team - Wilderness Tracking/Trailing
9. Cave Search and Rescue Team
10. Collapse Search and Rescue Team
11. Mine and Tunnel Search and Rescue Team
12. Mountain Search and Rescue Team
13. Radio Direction Finding Team
14. Swiftwater/Flood Search and Rescue Team
15. US&R Incident Support Team
16. US&R Task Forces
17. Wilderness Search and Rescue Team

**Grand Total: 120 Resource Types**
<table>
<thead>
<tr>
<th>Discipline</th>
<th>California Type</th>
<th>California Descriptor</th>
<th>NIMS Comparable (From 120 Types)</th>
<th>NIMS Type</th>
<th>NIMS Descriptor</th>
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<td>Fire and Haz Mat</td>
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<td>Not Typed</td>
<td>Area Command Team, Firefighting</td>
<td>I</td>
<td>Area Commander (ACDR)</td>
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<td>Asst. Area Commander Planning (ACPC)</td>
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<td>Area Commander Aviation Coordinator (ACAC)</td>
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<tr>
<td>Fire and Haz Mat</td>
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<td>Fire Truck - Aerial (Ladder or Platform)</td>
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<td>Fire and Haz Mat</td>
<td>Hand Crew</td>
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<td>Initial attack, fireline construction, firing to include burnout</td>
<td>III</td>
<td>Handcrew</td>
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<tr>
<td>Fire and Haz Mat</td>
<td>Hand Crew</td>
<td>III &amp; IV not typed</td>
<td>Fireline construction, Fireline improvement, mop-up and rehab</td>
<td>IV</td>
<td>Handcrew</td>
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<tr>
<td>Fire and Haz Mat</td>
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<td>NIC is displayed differently but almost identical</td>
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<td>Interagency Buying Team</td>
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