



Fatigue Management

CFSVA General Meeting 12th April 2022

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The Working Group has met on a couple occasions to discuss how we can better manage fatigue on the fire ground primarily and also IMT. The final meeting will happen soon, and a report will then go to COAC with recommendations.

Issue is that we plan to have 2 shifts per day which makes the people be involved in their work activity for 12 hours plus travel time to and return. The CFS fatigue policy is that 12 to 16 hours gets into the riskier zone for being tired and over 16 hours is high risk. We all know we often hit 16 to 20 hours work and driving, let alone our personal work hours prior to CFS work. Can easily turn a workday into over 24 hours for a volunteer who does a night shift from the time they got up in the morning to when they get home again for rest. This is really no longer acceptable, and it also means those volunteers should not be called upon to help again for a couple days.

As a VA rep, I am concerned that we are putting a lot of people at risk with the way we currently run incidents and we need to have a good look at how we can try to improve the situation, not sweep it under the carpet.

The Working Group agreed that the first 24 hours is difficult to manage and did not want to delve into this time frame with this report, but also thought that this first 12 to 24 hours is an opportunity which could set up the system to reduce fatigue.

Without going into too much detail and pre-empting the final report there will need to be changes of how we manage crews and look at different ways of making crews more valued and involved. There will require some changes in thought at Region and Group at how we manage our crews and systems that will need some change and development to help make that happen.

I believe it can be done, and if we get it right it can make us more efficient on the fire ground, at the same time being safer for our volunteers.