

Loveland Fire & Rescue
Training Facility



1. Classroom Building

- The classroom building has two classrooms, one large and one small. Each classroom has all the needed AV equipment for classes. The building also has a kitchen facility and showers for students. The Battalion Chief in charge of training is located in this building.



2. Burn Building

- The burn building is a 2000 square foot concrete building that was built in 2007. The building is equipped with Power Jam forcible entry doors, a flat and pitched roof ventilation props, basement window well openings and a large deck.



3. Smoke House

- The Smoke House is a 1600 square foot wood building, used for search & rescue, ladders, ventilation, and forcible training.



4. Tower

- The tower is a five story concrete building equipped with a standpipe and sprinkler system. Along with fire suppression training the Tower is used for rope rescue training.



5. Fire Command Center

- The Fire Command Center has a small classroom area, 8 cubicles and a simulated command vehicle. Each cubicle has a wireless head-set and computer that are linked together allowing all users to communicate to each other. The command center is used for command and control training.



6. Flashover Simulators

- The flashover simulators are used to teach and refresh firefighters on fire behavior.



7. Propane Props

- The Facility has four propane fueled training props, two are used to teach flammable gas fire suppression, one is used for flammable liquid fire suppression and the last one is a vehicle fire prop.



8. Driving Track

- The facility has a large driving track used by several city departments



9. USAR Training

- The facility has a confined space prop, this prop has several different caverns that can be used to simulate different types of confined space rescues.
- There is also a rubble pile and collapse prop: This prop has several different tunnels with various challenges to navigate through, and a concrete building with a movable floor used for collapse training.

