



TRAINING PLAN

Subject	
Driver / Operator – Water Supply & Pump Troubleshooting	
Instructors	
<u>A</u>	<u>B</u>
Logistics	
<u>Time Required</u> 2 hrs.	<u>Equipment Needed</u> Engine Water Supply & Area to Flow Water SOG XXX.XX

DESCRIPTION

Objectives:

1. Review the process for transferring the Engine from “Road” to “Pump”
2. Identify possible scenarios that could interrupt or prevent the Pump from engaging
3. Demonstrate the ability to identify and overcome these problems and provide a sustained water supply.

Description / Outline:

1. **Transferring the Engine from “Road” to Pump”**
 - Shift to “Neutral” on the transmission
 - Set the Parking Brake
 - Engage the Pump PTO switch
 - Shift the transmission to “Drive”
2. **Identifying that the Pump is Engaged / Not Engaged**

INDICATOR	PUMP ENGAGED	PUMP NOT ENGAGED
“OK to Pump” Light	Light is Illuminated	Light not Illuminated
Transmission	Displays “4”	Displays 5
Speedometer	Indicates 10-15 mph	No measured MPH
Pump Pressure Gauge	Indicates Idle Pressure (50 – 100 psi)	No Pressure Reading

3. **Troubleshooting Pump Operations**

PROBLEM	SOLUTION
Pump Not Engaged	<ol style="list-style-type: none"> 1. Repeat Steps to transfer from “Road” to “Pump” <ul style="list-style-type: none"> ▪ “Neutral” – Brake – PTO – “Drive” 2. Manually Shift to Pump (If Available)
Pump Does Not Throttle Up	<ol style="list-style-type: none"> 1. Pump Not Engaged (See Above) 2. Engine Overspeed Interlock – Reduce Speed & Re-Do
No Pressure at Pump Panel	<ol style="list-style-type: none"> 1. Pump Not Engaged (See Above) 2. Pump Not Primed – Prime Pump or Open “Tank-to-Pump”
No Increase of Compound Pressure w/ Supply Secured	<ol style="list-style-type: none"> 1. Intake Valve NOT OPEN – Open Intake 2. Demand Exceeds Capacity of Supply <ul style="list-style-type: none"> ▪ NO additional hoses may be added ▪ Consider augmenting supply (Relay Pump) 3. Intake Strainer Blocked <ul style="list-style-type: none"> ▪ Reduce Throttle & Demand until removed ▪ Consider using auxiliary intake (2 ½”) to augment