

## WATERBORNE RESPONSE TEAM

<b>DESCRIPTION</b>	The Waterborne Response Team is a maritime security and response asset that deploys to provide security and protection for ports, boats, facilities, and critical infrastructure located on or near the water. The team also serves as an immediate response element to all maritime threats, disasters, critical incidents, and acts of terrorism.		
<b>RESOURCE CATEGORY</b>	Law Enforcement Operations	<b>RESOURCE KIND</b>	Team
<b>OVERALL FUNCTION</b>	The Waterborne Response Team: 1. Conducts critical response functions, such as life-saving assistance and rapid impact assessments 2. Secures and contains disaster and critical incident scenes, and areas impacted by Weapons of Mass Destruction (WMD) 3. Provides waterborne security for high-risk maritime tactical operations 4. Conducts search, rescue, and recovery operations	<b>COMPOSITION AND ORDERING SPECIFICATIONS</b>	1. Discuss the following items prior to deployment: a. Communications beyond Intra-team communications, such as programmable inter-operable communications with Command, General Staff, the military and other supporting resources b. Presence of contaminated environments and need for related personal protective equipment (PPE), clothing, and equipment c. Security and force protection needed upon arrival d. Logistics support, such as lodging, transportation, and meals for sustained operations beyond 72 hours 2. Teams are self-sustainable for 72 hours and are deployable for up to 14 days 3. The requestor determines the appropriate number of boats and teams based on operational and mission needs 4. The provider provides transport for personnel and equipment

RESOURCE TYPES			TYPE 1	TYPE 2	TYPE 3	TYPE 4
COMPONENT	METRIC/ MEASURE	CAPABILITY				
Personnel	Per Team	Minimum	4	3	2	2
			<b>NOTES:</b> Not Specified			
Personnel	Per Team	Management and Oversight	Same as Type 2	Same as Type 3	Same as Type 4	Same as Type 5
			<b>NOTES:</b> Intended for 12-hour performance capacity. Requestor may add additional Boat Operators based on mission and operational needs.			
Personnel	Per Team	Operations and Support	Same as Type 2, PLUS: 1 - NIMS Type Boat Crew Member (LE)	Same as Type 3, PLUS: 1 - NIMS Type Boat Crew Member (LE)	Same as Type 4	1 - NIMS Type Boat Crew Member (LE)
			<b>NOTES:</b> Intended for 12-hour performance capacity. Requestor may add additional crew members based on mission and operational needs.			

Superseded



RESOURCE TYPES			TYPE 1	TYPE 2	TYPE 3	TYPE 4
COMPONENT	METRIC/ MEASURE	CAPABILITY				
Equipment	Per Team	Operations	1 - Boat Greater than 30 feet long, with 2 engines, capable of operating in seas up to 8 feet, 40 knots of wind, and speeds greater than 25 knots	1 - Boat Greater than 20 feet long, with 2 engines, capable of operating in seas up to 4 feet, 30 knots of wind, and speeds greater than 25 knots	1 - Boat For operations in water of 18 inches or more	1 - Boat For operations in water of 18 inches or less
			<b>NOTES:</b> 1. Requestor may add additional boats and crew to the team based on mission and operational needs. 2. Boats must have ventilation systems in accordance with US Coast Guard (USCG) 33 Code of Federal Regulations (CFR) Parts 175 and 183 and 46 CFR Part 25. 3. Boats must have a Backfire Flame Arrestor in accordance with USCG 46 CFR Parts 25 and 58. 4. Boats must have a "Discharge of Oil Prohibited" placard and a system or items to prevent oil or oily waste from discharging into any waters in accordance with USCG 33 CFR Parts 151 and 155. 5. Boats must carry safety equipment in compliance with federal regulations.			
Equipment	Per Boat	Illumination and Warning	Same as Type 2	Same as Type 3, PLUS: 1 - Blue light 1 - Siren	Same as Type 4	Same as Type 5, PLUS: 1 - Spotlight
			<b>NOTES:</b> Boats must have navigation lights and sound producing devices in accordance with USCG 33 CFR Part 83.			
Equipment	Per Boat	Towing	Same as Type 2	Same as Type 3	Towline	Not Specified
			<b>NOTES:</b> The Authority Having Jurisdiction (AHJ) determines appropriate mooring and towing lines to fit the boats' capabilities.			
Equipment	Per Boat	Vessel Protection	Same as Type 2	Same as Type 3	Same as Type 4	2 - Fenders
			<b>NOTES:</b> Personnel should use additional fenders. Use fenders to perform law enforcement missions safely, to come alongside other boats during the transfer of personnel from one boat to another, and to moor.			
Equipment	Per Team Member	Personal Protective Equipment	Same as Type 2	Same as Type 3	Same as Type 4	Same as Type 5
			<b>NOTES:</b> PFDs must be in accordance with USCG 33 CFR Part 175.			
Equipment	Per Boat	Safety Equipment	Same as Type 2	Same as Type 3	Same as Type 4	Same as Type 5
			<b>NOTES:</b> 1. Visual distress signals must be in accordance with USCG 33 CFR Part 175.01. 2. Fire extinguishers must be in accordance with USCG 46 CFR Part 25. 3. Boats must carry safety equipment in accordance with all applicable federal laws and regulations, and any other applicable local, state, territorial, and tribal laws, rules, and regulations.			
Equipment	Per Boat	Navigation	Same as Type 2	Same as Type 3	Same as Type 4	1 - Global Positioning System (GPS) Unit
			<b>NOTES:</b> Not Specified			



RESOURCE TYPES			TYPE 1	TYPE 2	TYPE 3	TYPE 4
COMPONENT	METRIC/ MEASURE	CAPABILITY				
Equipment	Per Boat	Communications	Same as Type 2	Same as Type 3	Same as Type 4, PLUS: 1 - VHF-FM marine radio	Same as Type 5
			<b>NOTES:</b> Radios should have the capability to provide for interoperable communication between dispatch center or command personnel, aviation support, and other operational units assigned to the same mission.			
Equipment	Per Boat	Personnel Protection (Weapon)	Same as Type 2	1 - Rifle, .223 caliber or larger	Not Specified	Not Specified
			<b>NOTES:</b> Sworn Law Enforcement officers should carry their duty weapons and have certification in the use of all weapons on board the boat.			
Equipment	Per Boat	Electronic Waterway Surveillance	1 - Radar unit	Not Specified	Not Specified	Not Specified
			<b>NOTES:</b> Not Specified			
Equipment	Per Boat	First Aid	Same as Type 2	Same as Type 3	Same as Type 4	Same as Type 5
			<b>NOTES:</b> Not Specified			

Superseded

RESOURCE TYPES			TYPE 5	NO TYPE 6	NO TYPE 7	NO TYPE 8
COMPONENT	METRIC/ MEASURE	CAPABILITY				
Personnel	Per Team	Minimum	1	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Not Specified			
Personnel	Per Team	Management and Oversight	1 - National Incident Management System (NIMS) Type Boat Operator (LE)	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Intended for 12-hour performance capacity. Requestor may add additional Boat Operators based on mission and operational needs.			
Personnel	Per Team	Operations and Support	Not Specified	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Intended for 12-hour performance capacity. Requestor may add additional crew members based on mission and operational needs.			
Equipment	Per Team	Operations	1 - Boat For operations in special conditions, for example, air boat, hovercraft, swamp buggy	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> 1. Requestor may add additional boats and crew to the team based on mission and operational needs. 2. Boats must have ventilation systems in accordance with US Coast Guard (USCG)33 Code of Federal Regulations (CFR) Parts 175 and 183 and 46 CFR Part 25. 3. Boats must have a Backfire Flame Arrestor in accordance with USCG 46 CFR Parts 25 and 58. 4. Boats must have a "Discharge of Oil Prohibited" placard and a system or items to prevent oil or oily waste from discharging into any waters in accordance with USCG 33 CFR Parts 151 and 155. 5. Boats must carry safety equipment in compliance with federal regulations.			
Equipment	Per Boat	Illumination and Warning	1 - Flashlight 1 - Sound producing device Navigation lights, if operating at night	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Boats must have navigation lights and sound producing devices in accordance with USCG 33 CFR Part 83.			
Equipment	Per Boat	Towing	Not Specified	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> The Authority Having Jurisdiction (AHJ) determines appropriate mooring and towing lines to fit the boats' capabilities.			

RESOURCE TYPES			TYPE 5	NO TYPE 6	NO TYPE 7	NO TYPE 8
COMPONENT	METRIC/ MEASURE	CAPABILITY				
Equipment	Per Boat	Vessel Protection	Not Specified	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Personnel should use additional fenders. Use fenders to perform law enforcement missions safely, to come alongside other boats during the transfer of personnel from one boat to another, and to moor.			
Equipment	Per Team Member	Personal Protective Equipment	1. Personal Floatation Devices (PFD) 2. Anti-exposure coveralls or dry suits when operating in water temperature less than 60 degrees	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> PFDs must be in accordance with USCG 33 CFR Part 175.			
Equipment	Per Boat	Safety Equipment	1. Visual Distress Signals 2. Fire extinguishers 3. Appropriate safety equipment	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> 1. Visual distress signals must be in accordance with USCG 33 CFR Part 175.01. 2. Fire extinguishers must be in accordance with USCG 46 CFR Part 25. 3. Boats must carry safety equipment in accordance with all applicable federal laws and regulations, and any other applicable local, state, territorial, and tribal laws, rules, and regulations.			
Equipment	Per Boat	Navigation	Not Specified	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Not Specified			
Equipment	Per Boat	Communications	1 - Handheld two-way radio	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Radios should have the capability to provide for interoperable communication between dispatch center or command personnel, aviation support, and other operational units assigned to the same mission.			
Equipment	Per Boat	Personnel Protection (Weapon)	Not Specified	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Sworn Law Enforcement officers should carry their duty weapons and have certification in the use of all weapons on board the boat.			
Equipment	Per Boat	Electronic Waterway Surveillance	Not Specified	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Not Specified			
Equipment	Per Boat	First Aid	Basic first aid kit	Not Applicable	Not Applicable	Not Applicable
			<b>NOTES:</b> Not Specified			

Superseded

## COMMENTS

1. Requestor can deploy Waterborne Response Team to provide security in situations where the Maritime Security (MARSEC) Level is elevated as well as situations of human-caused and natural disasters.
2. Requestor can deploy an Advance Team composed of sworn or non-sworn law enforcement personnel to determine logistical requirements, operational environment, and to gather intelligence on potential hazards prior to the deployment of a Waterborne Response Team.
3. The provider provides food, fuel, shelter, mechanical support, and communications unless the provider and requestor make other arrangements.

## REFERENCES

1. FEMA, NIMS 509: Boat Operator (Law Enforcement)
2. FEMA, NIMS 509: Boat Crew Member (Law Enforcement)
3. National Association of State Boating Law Administrators (NASBLA), Boat Operations and Training Program Manual, Volume 1, 2010
4. NASBLA, Boat Program's Basic Crew Member Course
5. United States Coast Guard (USCG), Boat Crew Seamanship Manual, COMDTINST M16114.5C, September 2003
6. USCG, A Boater's Guide to the Federal Requirements for Recreational Boats, 2010
7. USCG, Operations and Training (BOAT) Manual, Volume I, COMDTINST M16114.32C, January 2013
8. USCG 33 Code of Federal Regulations (CFR) Part 151: Vessels Carrying Oil, Noxious Liquid Substances, Garbage, Municipal or Commercial Waste, and Ballast Water
9. USCG 33 CFR Part 155: Oil or Hazardous Material Pollution Prevention Regulations for Vessels
10. USCG 33 CFR Part 175: Equipment Requirements
11. USCG 33 CFR Part 183: Boats and Associated Equipment
12. USCG 46 CFR Part 25: Requirements
13. USCG 46 CFR Part 58: Main and Auxiliary Machinery and Related Systems

## NOTES

Nationally typed resources represent the minimum criteria for the associated component and capability.

**Superseded**