

Grand Rapids
Fire Dept.
Water Rescue
Team

Jack Johnson

Deputy Chief – Operations
Division





WATER RESCUE TEAM OVERVIEW

36	Water Rescue Team Members
30	Public Safety Divers
1	Chief Officer
3	Rescue Boats
1	Rescue Airboat
Bridge St. Station is GRFD's dedicated Water Rescue Station	



RESPONSE DISCIPLINES

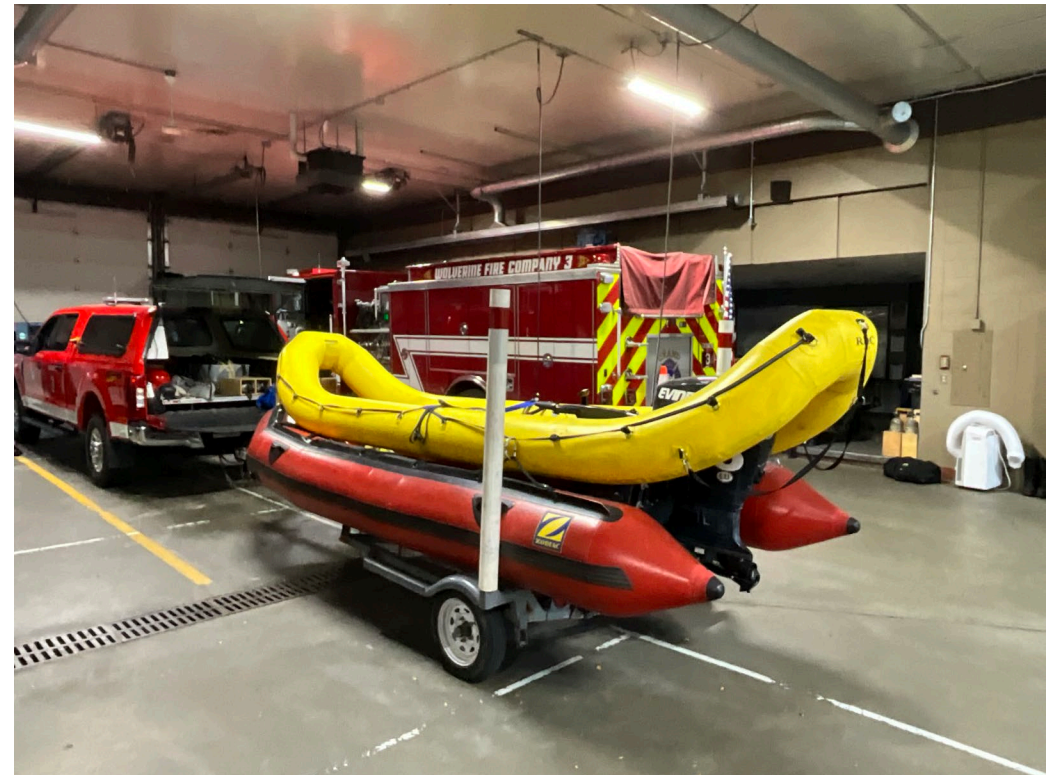
- Swiftwater Rescue Technician – 40 Hrs
 - Rope Rescue Operations - 40 Hrs
 - Rope Rescue Technician - 50 Hrs
- Ice Rescue Technician – 16 Hrs
- Dive Rescue – 68 Hrs
 - Open water - 24 Hrs
 - Public Safety Diver – 40 hrs

Response Apparatus

Dive 3



Boat 3 with RDC (Banana Boat)



Response Apparatus

Boat 5



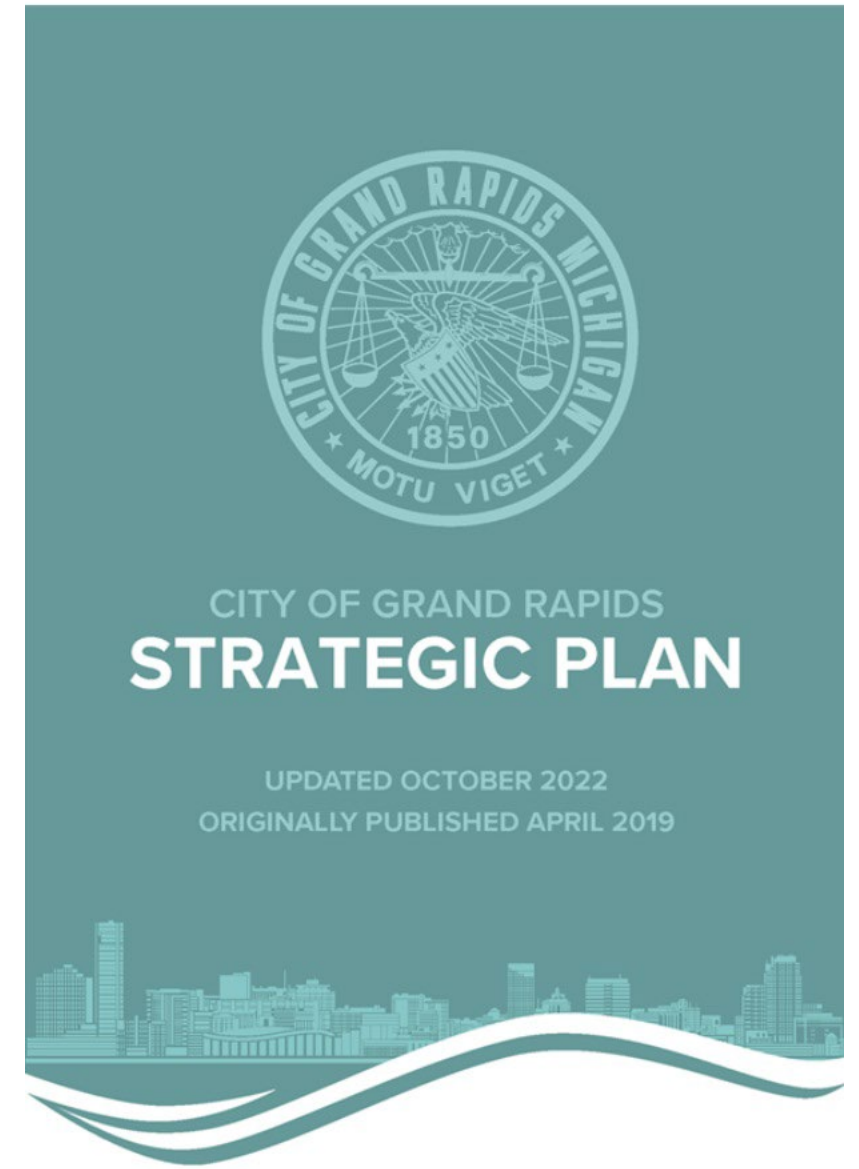


INCIDENTS

- 41 Water Rescue responses Jan 2023 to Dec 2024
- 4 Dive Rescue response same period
- Mobilized for Dive Rescue assist to Plainfield Township
- 1 Ice Rescue in conjunction with the Tech Rescue Team
- Staged water assets for safety in the Grand River for multiple community events

STRATEGIC PLAN ALIGNMENT

- Strategic Priority: Safe Community
- The City’s Strategic Plan (updated October 2022) identifies Safe Community as one of six high-level priorities. The defined outcome is that “all people feel safe and are safe at all times throughout our community.”
- The Water Rescue Team falls directly under this priority by:
 - Providing specialized rescue services that protect lives and property during surface and subsurface high-risk water rescue incidents.
 - Enhancing overall community safety through rigorous training and readiness for water emergency scenarios.



FUTURE

- Continue to provide high quality technical training to our Water Rescue Team members
- Ensuring we have the proper equipment to effect safe and timely rescues in all water conditions
- Work with city leaders and partners on the Grand Rapids Whitewater project in regard to public safety response
- Continue to enhance and develop our Dive Rescue program and partnerships with Kent County and MSP
- Work to become a MABAS Validated Water Rescue team as a regional response asset

