FDNY Training Academy - Live-Fire Training Building

Let no man's ghost come back to say, "My training let me down."

The New York City Fire Department Training Academy at Randall's Island is a world-class fire-fighter training center serving hundreds of recruits per year as well as outside agencies and Fire Department personnel from other municipalities across the country and world. The structure is unique in that it can sustain repetitive burns using special protective fire tiles, has strategically located training stations and, a floor design that effectively drains fire-hose discharge from the rooms and corridors. The building features stainless steel window shutters, forcible entry interior doors, and exterior lighting. The building has an integrated temperature monitoring system that instructors can use to monitor and control the conditions of the training exercises. During the design process, a propane piping system was incorporated to feed a fixture that simulates a live sofa/furniture fire and flashover, which has a remote simulator control system for precise control. An advanced ventilation system was added to quickly exhaust the smoke from throughout the building to maintain safe conditions during exercises and decrease the reset time between exercises within the building. In addition, the property is located within a flood zone, so all the vital equipment and training spaces were located above the base flood elevation and freeboard, and a raised platform was created to provide additional training and adjudicating surfaces.



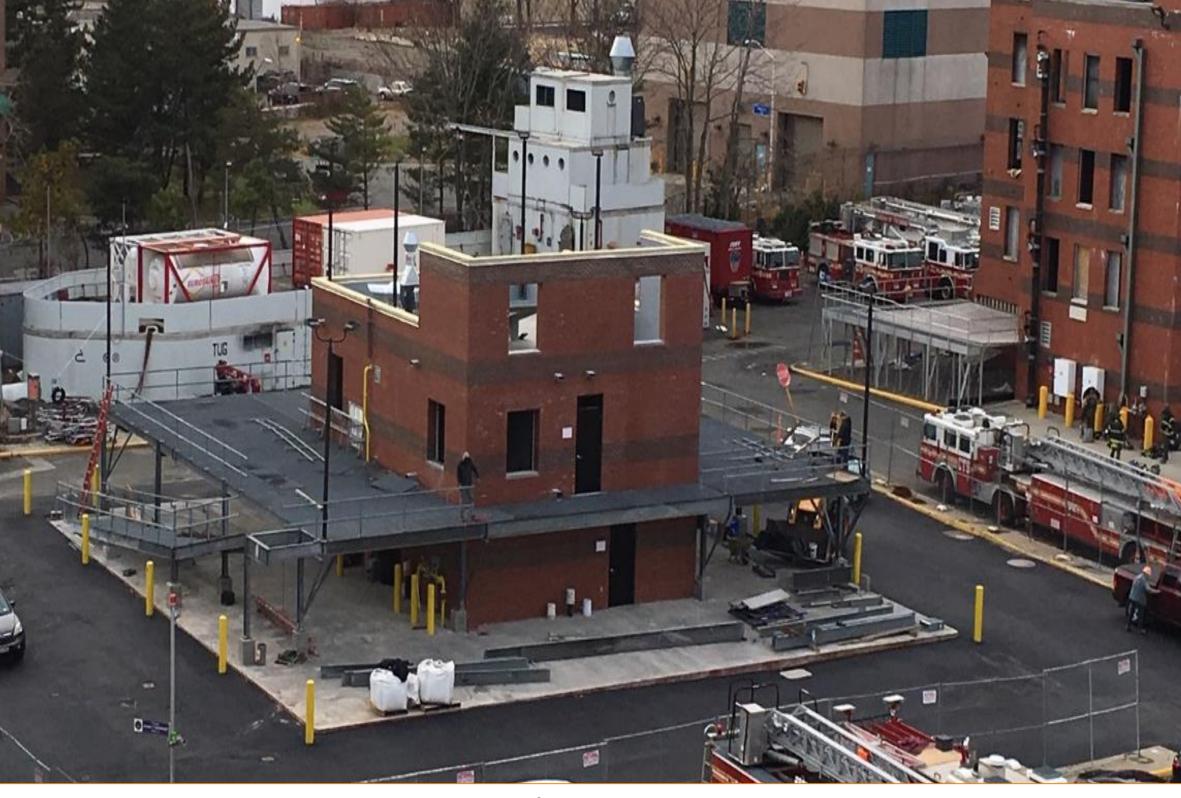
Propane "couch fire" training aide



Training Building with Elevated Platform & Fireproof Shutters



Flash over Training Aide



The Academy provides livefire training buildings where the trainees can practice the vital fire-control techniques they will use to protect the residents of the City of New York after graduation.

Specialty wall and ceiling tiles

FDNY Training Academy Live-Fire Training Building New York City Fire Department



Aerial View of Training Building