



**FIREFIGHTERS**

*Pompiers Sans Frontieres Canada*

**WITHOUT  
BORDERS**

## El Salvador 2008

On March 17th 2008 three retired Vancouver Fire & Rescue Services fire engines, 101 complete sets of turn-out gear, a set of Holmatro Cutter/Spreaders and a consignment of high-angle rescue equipment set sail from Lynnterm in North Vancouver bound for El Salvador. The 3 engines arrived on April 1st, and a contingent of 5 members of the VF&RS (Brian Hutchinson, Shane MacKichan, John Nicholson, Randy Dubbert, and Barry Brennan) along with the Honorary Consul For El Salvador Jeffrey Moore, arrived in San Salvador on April 10th.

Firefighters Without Borders Canada's (FWB Canada) most recent project, the Engines for El Salvador built on a previously established relationship with the Cuerpo de Bomberos de El Salvador (CBES). The CBES (The National Fire Service of El Salvador) employs 400 full-time fire fighters based out of 16 fire halls serving a population of just over 6.8 million people. They serve with a level of pride and professionalism that is very impressive. From across the country 32 students were selected, 2 from each fire hall to participate in the training sessions that took place over the course of the next 10 days. The training focused on three main areas, Auto-Extrication, High-Angle Rescue, and Apparatus Familiarization.

The team had the opportunity to visit 8 of the 16 fire halls and on several occasions members rode-along on a variety of emergency response calls. The lasting impression is of a fire service carrying out their duties in a professional and dedicated manner, making do with the equipment they have. Having now been on the ground and witnessed their fire service operations we have a much better understanding of their needs. Our intent is to continue moving forward to provide assistance to our brothers in El Salvador.

We were asked many times to thank all the fire fighters of Vancouver for their support, so in their own words "Muchas Gracias Hermanos" (Thank you very much brothers)