# IN-CONTEXT TRAINING

#### "THE POWER OF REPS"



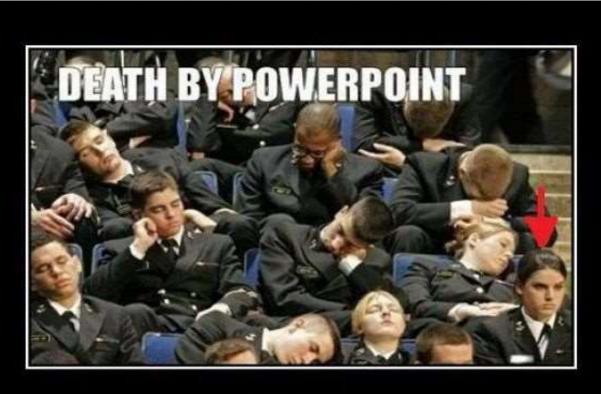
Chief Jason
Caughey
Hong Kong 2017





**Fire Services Training School** 

### Research



99%

# Training Challenges

# Who is training your fire fighters if you are not?

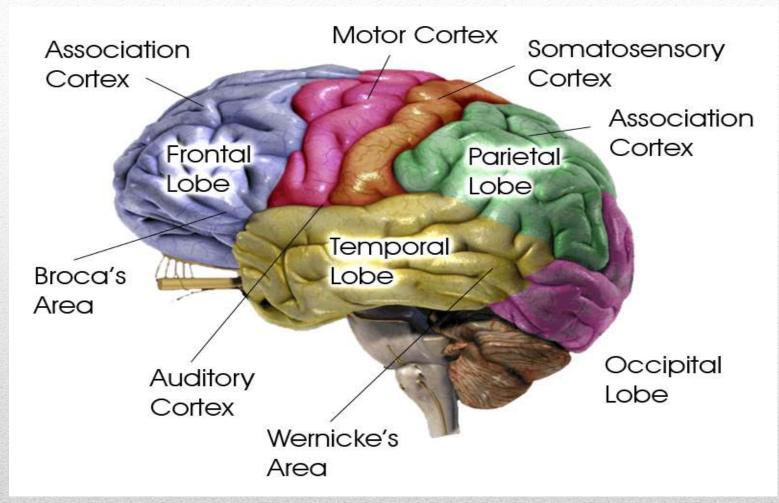
#### **Training sources**

- "YouTube Firefighter"
- Development of Social Media Training?
- Development of alternative training organizations?
- Ego based training vs. Skill Based Training

#### **Training Sources**

- Lack of Preparation
- Lack of Consistency
- Low Energy (Boring)
- No Value to the Firefighter
- Perception

#### **Training Pitfalls**



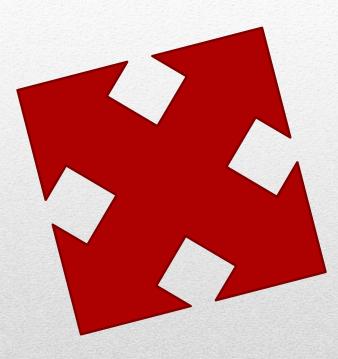
#### **The Brain**

#### **Frontal Lobe**

- Movement
- Intelligence
- Reasoning
- Behavior
- Memory
- Personality

#### **Temporal Lobe**

- Speech
- Behavior
- Memory
- Hearing
- Vision



#### **Parietal Lobe**

- Intelligence
- Reasoning
- Right from Left
- Language
- Sensation
- Reading

#### Cerebellum

- Balance
- Coordination
- Fine Muscle Control

#### The Brain

#### **Sequence Learning:**

- Sequence prediction
- Sequence generation
- Sequence recognition
- Sequence decision making

Explicit vs. Implicit (aware or unware)

#### Learning

# "Repetition is the mother of skill and that practice makes permanent"

#### **Motor Learning:**

- Building Neural Pathways (Muscle Memory)
- Muscle Memory is an unconscious process where the muscles grow accustom to certain movements.

#### Reps

#### To go from clunky to proficient requires practice

- 10 reps to learn sequence
- 50-100 reps required to become proficient
- 100-1000 reps to become expert

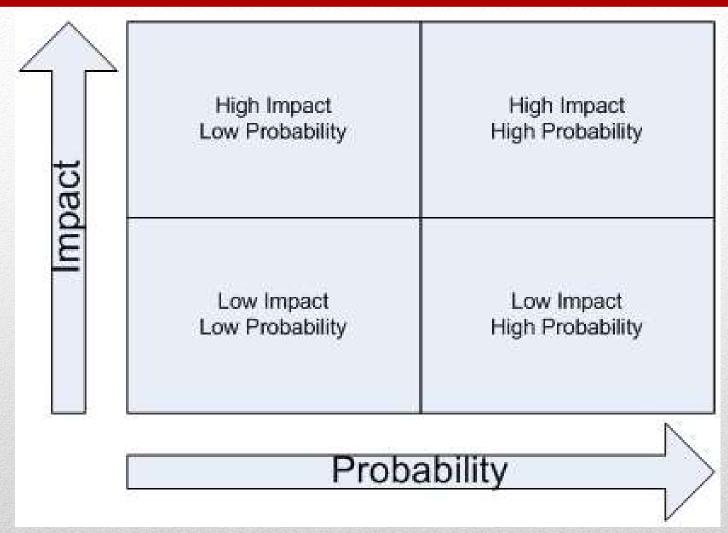


**Practice** 





## Time



## **Training Demands**

- Individualism
- Variation in performance between shifts
- Decline of skills
- Destruction of UNITY
- Development of SUB-CULTURE

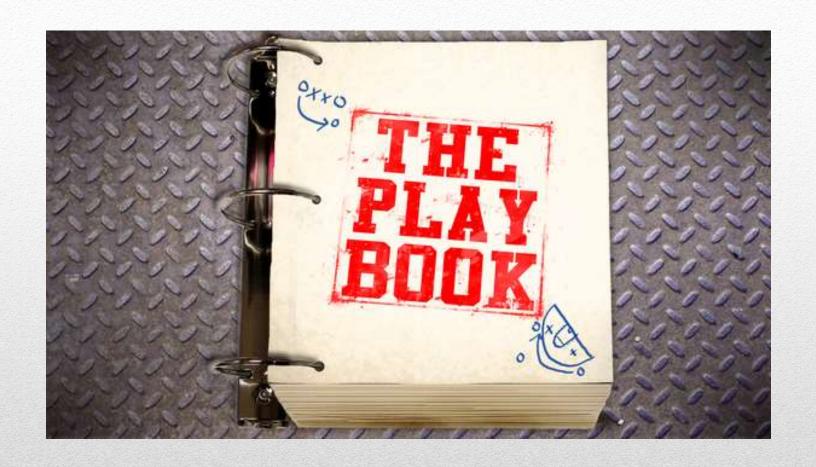
#### **Impact of Poor training**

# Standardize the skills that are identified in the work:

## **Training Development**

# Identify the WORK!

### **Training Development**



# **Build The Playbook**

## Expectations:

Identify

Define

Accountable

#### Performance Based

- MPT = Max Part Time
- MET = Max Elapsed Time
- AET = Actual Elapsed Time

TIME is the Scorecard

#### Produce the vision

- Vison of the expected performance
- Standardization
- Represents the minimum performance



## Vision

# SETS & REPS Practiced perfectly with

# COACHING

- Coach for Success
- Be positive
- Develop team work
- Stop drill and coach with every below average skill

#### Coaching

- All "Plays" are performed in context
- Practice like you fight
- Be great
- Don't Take Short Cuts
- Create real scenarios NOT TESTS

#### **IN Context**



### BENEFITS

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