



CALIFORNIA EMERGENCY MEDICAL SERVICES AUTHORITY



The California Emergency Medical Services Authority (EMSA) is excited to announce updated **Ambulance Strike Team Leader (ASTL) training** for 2025! Complete program revision with all new training material. This essential course provides students with the knowledge and skills to function as an ASTL, leading an Ambulance Strike Team (AST) or Medical Task Force (MTF) during deployments. Upon completion of this training, students will be prepared to begin the education and training process and may deploy as an ASTL trainee under an EMSA-qualified ASTL. A strong understanding of ICS and SEMS is essential.

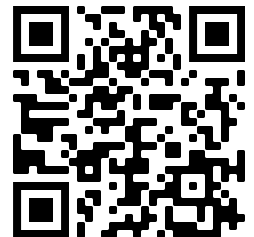
NEW for 2025: Current ASTL Red Card Holders that attend this updated ASTL Training will be able apply this as an event in their PTB needed for recertification. Attendance is optional, not required.

2025 Training Locations & Dates. All sites are limited to a maximum of 30 students.

- **Region 3 – Shasta, Shield Training:** April 9th, 2025. 4300 Caterpillar Rd, Redding CA 96003
- **Region 6 – San Diego, Chula Vista Fire:** May 20th, 2025. 276 Fourth Ave, Chula Vista CA 91910
- **Region 2 – Sonoma, Medic:** June 11th, 2025. 1269a Corporate Center Pkwy, Santa Rosa CA 95407
- **Region 1 – Orange, Premier:** July 23rd, 2025. 260 N Palm St. Ste 200, Brea CA 92821
- **Region 4 – Stanislaus, AMR VRECC:** August 14th, 2025. 4701 Stoddard Rd, Modesto CA 95356
- **Region 5 – Kern:** September 10th, 2025. 1800 Mt. Vernon Ave, Bakersfield CA 93306

Course Details

- **Time:** 0800 - 1700
- **Duration:** 8 hours (CE credits available upon completion)
- **Registration:** <https://emsa.ca.gov/disaster-training/> or use the QR code here (Search for open classes on the calendar. Once a class is full, it will be noted.)



Questions?

For inquiries regarding this course or the ASTL training program, please contact Kevin Anderson, EMSA AST Program Coordinator at ASTtraining@emsa.ca.gov

Join us in strengthening California's disaster response capabilities!