

# Staff Ride

## Resources



Wildland Fire Leadership Development Program

## Cart Creek Fire - Tactical Decision Games

### Tactical Decision Game #1

You are a trail crew supervisor and qualified as an ICT5 and FFT1. It is 1130, July 16, local fire danger is listed as moderate. The weather over the past several days has generally been temperatures in the 70s and 80s with occasional 90 degree readings and relative humidity dropping to the middle teens. The current temperature is 75 with an RH of 25%. The forecast calls for a high temperature of 85 and RHs dropping into the low teens. Also, there are widely scattered thunderstorms forecasted for this afternoon. Fuels over the fire area generally consist of grass/sage with scattered junipers, ponderosa pine, and clumps of bitterbrush and curly-leaf mahogany.

Your five-person trail crew has been dispatched to a lightning caused fire along the rim of Cart Creek Canyon. You are to report to Cedar Springs Lagoon about a mile north of the fire and tie in the District AFMO and await transport by helicopter.

- As you drive to Cedar Springs Lagoon what is your initial assessment of the situation?
- What are your instructions to your crew once arriving at the Cedar Springs Lagoon?
- What questions do you have for the District AFMO and Helicopter Manager?





## Tactical Decision Game #4

You are a Squad Boss that has just taken over a squad. Your normal Squad Boss has just taken over the fire. This will be your second assignment as a fully qualified Squad Boss and your first one in a hotline/active fire situation. The new IC (your previous Squad Boss) has moved up to the fire to tie in with the other two squads that are working opposite flanks of the fire. Your squad has gathered their gear and is approximately about mid-way on a ¼ mile hike from the helispot to fire. You have forgotten to assign someone to bump water and fuel along with your squad so you send two of your squad members back down to the helispot to retrieve these supplies. These two squad members do not have a radio but are within shouting distance. The two have only been gone a few minutes when you notice a dramatic change in the fire behavior. The wind has shifted and caused the fire to begin making a run downhill towards your squad, the two individuals making their way to the helispot, and the two helitack personnel at the helispot. You can no longer see the two individuals retrieving the gear due to smoke and the increased noise from the fire and wind has made voice contact impossible. There is little time to make a decision.

- What is your next course of action?

## Tactical Decision Game #5

As the ICT4 assigned to the Cart Creek Fire you have made your way to the top of the fire to tie in with the two other squads assigned and the ICT5 that you will be taking over from. There is a 10 to 20 foot rock bluff that runs through the middle of the top of the fire. One squad has moved ahead of the other one and is on top of the bluff to try and make more progress. You want to gather the two Squad Bosses together to discuss a strategy. You instruct them to leave their squads temporarily to meet with you face-to-face at the top of the bluff where there is a good view of the overall fire. When you have both of them together, at the top of the bluff, you begin to talk about what the strategy will be. Suddenly, the fire behavior pick-ups significantly due to a sudden increase in wind speed and a shift to a northerly direction.

- What are your instructions to the two Squad Bosses you're currently speaking with?