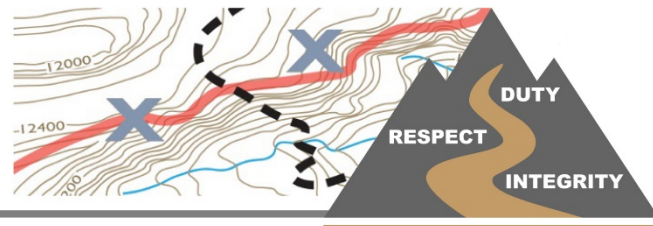


Tactical Decision Games



Wildland Fire Leadership Development Program

ACCOUNTING FOR ASSIGNED RESOURCES – FAIRGROUND FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

Author(s)

Jason Class, Carson City District BLM
Dan Mitchell, Carson City District BLM

Target Audience

Incident Commander Type 3

Training Objective

Given the following scenario, players should establish command and control with all resources on-scene. This can be used as a drill to discuss Standard Firefighting Orders #8 and #9 and Watch Out Situations #5 and #6. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- Type 3 Incident Commander
- Type 4 Incident Commander
- 1 Type 3 Engine (E-7135)
- 1 Type 6 Engine (Brush 13)
- 1 Type 1 Handcrew (Purple Sage Hotshots)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

Fire environment conditions:

- Temperature 92 degrees
- Relative Humidity 11%
- Winds calm (up-slope/up-canyon)
- Some cumulus build-up

You are an Incident Commander Type 3 responding to the Fairground fire. It is a possible arson fire adjacent to a subdivision. You arrive on scene at 1530; your physical position is on a dirt road at the base of the mountain. This is the approximate point of origin.

The fire is 25-30 acres in brush, scattered Pinion/Juniper (approximately 10 trees per acre). The fire is burning moderately at the top 1/3 of the hill.

You observe E-7135 working the left flank, a volunteer engine parked at the head of the fire, Brush 13 milling around by structures unsure of what they are doing, and the Purple Sage Hotshots have just arrived on-scene in their crew vehicles. There are several assorted personal vehicles with non-fire personnel. The Incident Commander Type 4 you relieve is beyond his ability and you receive no briefing from him.

You have 5 minutes to determine a course of action and prepare any communication contacts you think are necessary.

ADDITIONAL INFORMATION FOR FACILITATOR ONLY

Facilitator “Murphy’s Law” Suggestions

The “Murphy’s Law” suggestions listed below can be added as “What ifs” at any time during the scenario to raise the stress level of the leader. You can also use one of your own:

- Self-appointed Staging Area Manager
- Communication problems; e.g., resources using different radio frequencies
- Home owners hindering operations
- Non-requested dozer operator appears
- Jurisdiction arguments between forces
- Dispatcher that is over-demanding regarding fire information/status

Facilitator's Notes

The TDGS should focus on the Incident Commander Type 3's ability to communicate and insure resource accountability. In the scenario, the player is faced with an emerging fire that has no consistent command. With the response of multiple agencies there is a tendency to freelance. The top priority for the new Incident Commander should be the safety of all personnel on the incident by insuring LCES is in place and everyone is aware that this Incident Commander has taken command and control of this incident.

It is the facilitator's responsibility to control the flow of the TDGS by applying constant pressure to the player that is in the hot seat (ICT 3). This may differ due to the experience of the Incident Commander. The incident is in initial attack transfer of command between Incident Commanders. The players are from multiple agencies.

It would be more efficient to have the facilitator act as a role player to aid in the game. This TDGS is designed to use a lot of role players and prompts. Use the references in Murphy's Law.

The scenario will end when the player has established resource accountability of the incident and has established appropriate communication with all resources assigned to the incident.

In this TDGS, the player's actual tactical decisions are not as important as the decisions and process used to establish communications with all resources assigned to the incident. The player's ability and tactics used to gain control and accountability of his/her incident is the primary objective. The AAR should focus on "why" the player made the choices they made in establishing communication and accountability. Once the why has been confirmed the discussion can move to the "how."

After Action Review

Conduct an AAR with focus on the training objective. Use the AAR format found in the Incident Response Pocket Guide to facilitate the AAR. There are four basic questions in the AAR.

1. What was planned?
2. What actually happened?
3. Why did it happen?
4. What can we do next time?

TDGS shouldn't have a single solution, keep the focus of the AAR on what was done and why.

