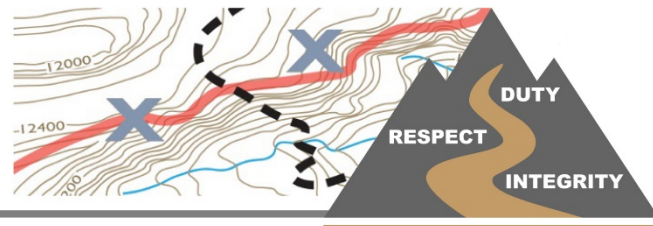


Tactical Decision Games



Wildland Fire Leadership Development Program

DEPENDING ON AIR SUPPORT/HOPKINS FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

Author(s)

Michael Bland, Arizona District U.S. Fish & Wildlife
Chris Kirby, Alpine IHC
Bill Kuche, Laguna IHC
Mark Vontillow, Los Padres National Forest

Target Audience

Single Resource Boss

Training Objective

Given the following scenario, the players will determine how to mitigate the risk of an assignment that is dependent on aircraft support. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **1 Single Resource Boss (Player Role)**
- 1 20-person Handcrew
- 1 Type 3 Engine Strike Team
- 1 Type 1 Helicopter 527 (20 Helishots)
- 1 Type 2 Helicopter 406 CDF
- 1 Type 2 Air Tanker 03
- Division Supervisor
- Air Attack

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are the Crew Boss for a 20-person handcrew that has been dispatched to a fire near Big Sur, California. You are assigned to Division A on the Hopkins fire. The Division Supervisor is stretched thin. He has asked you to handle the section of line from where the night shift resources ended to H-4. You will be transitioning with the night shift resources who made good progress with a dozer going direct. (Have night shift role player give briefing.) The terrain is steep and the fuel loading is heavy brush with poison oak.

Fire Behavior: Fire is backing downhill slowly with complete consumption. Isolated torching is being observed with small, sustained uphill runs. The previous shifts have observed similar fire behavior. The weather Forecast is typical for the time of year. The marine layer will dissipate at approx. noon and clear to sunny skies with a diurnal flow.

Weather Conditions:

- Temperature: 88 Degrees
- Relative Humidity: 18%
- Elevation: Approximately 750 Feet
- Skies: Dissipating Marine Layer

In 3 minutes decide on 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:

- Crew member injury requiring medivac
- New fire priority
- Aircraft goes down
- Upset helicopter pilot
- Inversion sets back in
- Loss of radio communication with Division Supervisor

Facilitator's Notes

This TDGS should focus on Single Resource Boss level of responsibility for dealing with aircraft. In this scenario the player has been presented with early season conditions. The mission is dependent upon aircraft (night shift role player need to recommend some air support to complete the mission). The player should recognize this and come up with a plan to mitigate the hazard. The situation dictates that aircraft support is a MUST! The incident is located in a high visibility area along a major highway. That will limit the use of retardant. In order to meet the primary objective, the student must clearly recognize that the plan is dependent upon aircraft. The student should also develop an alternative plan with trigger point for implementation and communicate it properly. Some key points include:

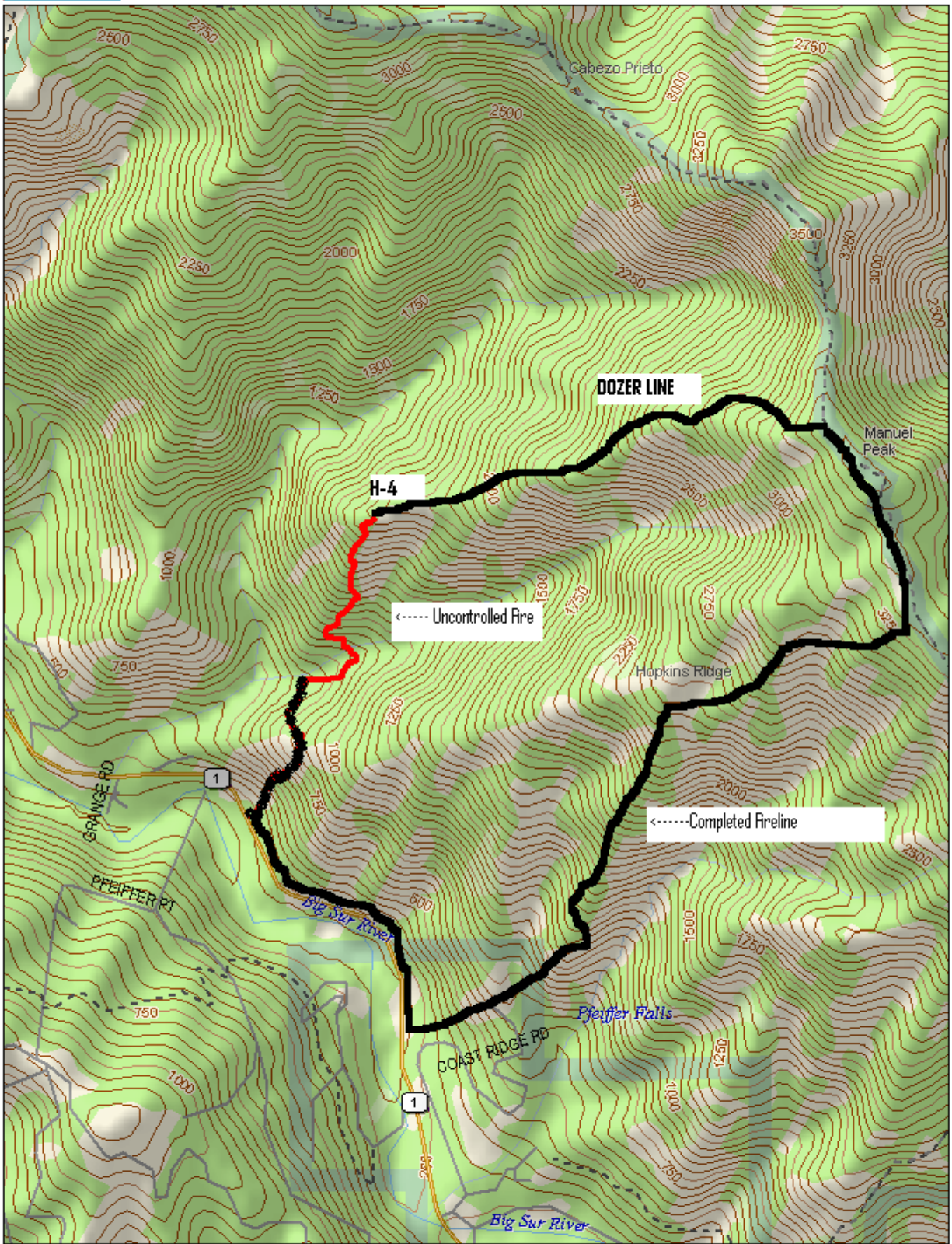
- How did the Crew Boss feel about having the Division Supervisor delegate the authority to come up with the plan?
- How well was the plan communicated?
- How did the aircraft resources influence their strategy?

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.



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