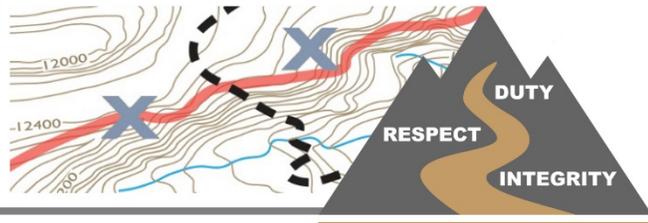


Tactical Decision Games



Wildland Fire Leadership Development Program

ALL HAZARD, NON-FIRE – HAZMAT/MEDICAL

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

First Responder, IC Type 4

Training Objective

Given the scenario below, the players will gather necessary information to practice the decision making process by controlling a non-fire incident. The role player will utilize local medical SOPs and implement a plan to deal with the medical/hazmat incident. The priority should be dealing with the non-fire situation.

Resources Referenced

All resources are optional; it is up to the facilitator's discretion, experience and ability to facilitate a TDGS as to how many resources and role players will participate.

- **Incident Commander (Role Player)**
- Sheriff
- Dispatch
- Local County Fire Department
- Ambulance

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

(NOTE: it is important to brief players away from the table creating a sense that ICT4 is preparing for a fire scenario and isn't on scene yet.)

You are a qualified squad boss and ICT4 firefighter that is currently configured into a five-person lightning module. You are responding to a reported smoke called in by dispatch 10 miles away from Highway 81 on County Road 94. As you travel to the fire, you communicate the fire weather and conditions to your lightning module.

After dispatch has been notified that you are en route to the reported smoke, your lightning module encounters an accident involving a tanker truck and a civilian vehicle. The accident is located roughly two miles away from Junction 81 along County Road 94. The accident has blocked access to the reported smoke. You are the first to arrive on scene and upon arrival, you notice a tanker truck overturned on the highway. Also, you hear a woman screaming from inside the overturned civilian vehicle.

In 3-5 minutes, assess the situation, prepare and then communicate to dispatch the necessary actions you will take to control the situation.

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:

- Dispatch is impatient and confused on what to do
- Woman in vehicle is becoming incoherent
- Sheriff arrives on scene and complicates matter
- Major traffic problems develop
- Poor radio contact with dispatch
- Truck driver notifies danger of substance
- Public starts to assist on scene

Facilitator’s Notes

(NOTE: It is important to brief players away from the table creating a sense that ICT4 is preparing for a fire scenario and isn't on scene yet. The roll players should not be allowed to see the table props that identify the accident.)

This TDG should focus on the ICT4/Squad Boss’s decision-making process after assessing the situation. Keep in mind this TDG can be facilitated in a seminar or simulation format. The facilitator should act as dispatch ensuring the scenario is in constant motion. In the TDG, the player is the first to arrive on scene and must prioritize both the hazmat situation and the injured

civilian. The facilitator can help prioritize the situation by asking if any other resources need to respond. The player needs to make certain that safety is the number one priority for themselves and others in the scenario.

This TDG should also focus on the need to follow a vehicle accident and hazmat checklist. A briefing checklist must also be utilized if other supporting personnel have arrived in the scenario. Most importantly, the player's ability to communicate with dispatch and focus on following the proper protocols in the IRPG and hazardous materials emergency response guide while dealing with outside influences is the intent of this scenario. It is the facilitator's discretion to determine what type of placard will be placed on the overturned truck according to a hazardous materials emergency response guide. Knowing what type of placard is placed on the truck, the hot seat player should utilize the hazardous materials emergency response guide to decipher engagement or not. The facilitator should utilize the Murphy's Laws to create barriers as needed.

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.

- What was planned?
- What actually happened?
- Why did it happen?
- What can we do next time?

The key items to consider in the AAR are:

- **Losing control of resources at any level of the chain of command has an influence all the way to the top.**
- Which fire order number is maintaining control related to?
- Why is it important to maintain control of your resources?
- What did each of the overhead players consider when trying to correct the situation?
- How did the overhead players feel when confronted with potentially difficult situations?
- Did any of the players feel overwhelmed?

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

