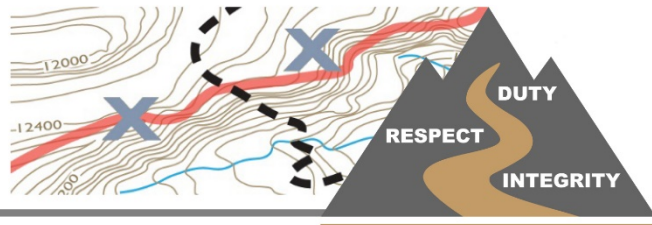


Tactical Decision Games



Wildland Fire Leadership Development Program

LOGISTICS, NON-FIRE – HURRICANE IN HOMETOWN, U.S.

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

Author(s)

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Target Audience

Incident Management Teams, Logistics Chiefs, Division Supervisors, or Task Force Leaders

Training Objective

Given the following scenario, the player(s) will recognize the need to prioritize the order of operations to provide for life/safety and recovery. The students must formulate a plan to solve the unique logistical issues in providing aid to the local town in a hurricane disaster recovery effort involving multiple agencies and jurisdictions. Establish a plan, order appropriately, and coordinate the operation with the local contacts.

Resources Referenced

- **1 Division Supervisor (Player Role)**
- 1 Logistics Section Chief
- Mayor
- Fire Chief
- Police Chief
- Foreman, State Department of Transportation
- Convoy Commander, All-State Trucking
- Representative, Red Cross
- Public citizens

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

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

In the aftermath of Hurricane Shane, Hometown is faced with multiple issues in getting the town and its people back on its feet. You are the Division Supervisor assigned to run a point of distribution (POD) to supply drinking water, MREs and ice to the local community. You hitched a ride today from the jet port via helicopter due to the multiple-road closures in and out of town. Upon arrival at 1500, you are welcomed by the mayor of Hometown; he is happy to see you and that help is arriving. The local government is trained in NIMS and the use of ICS. The Fire Chief is the Incident Commander at this time.

It is two days post-storm and the town's emergency plans are fully activated. A command center is established at City Hall. Multiple residents are homeless and the town infrastructure has suffered a severe blow. Many residents and tourists were evacuated in time. However, many chose to stay. Fortunately at this time, local emergency response units are functioning at a high-efficiency level. It is very hot and humid and many areas in town are not safe to walk through due to pockets of contaminated storm water and debris. The water has receded in the outlying areas. Local search and rescue teams have been recovering victims and patients for the last two days and have been performing missions today as well.

The town's drinking water supply has been contaminated but city workers have managed to repair some damages to the sewage system. It is functioning at 50% efficiency level. City essential functions are being powered by gas and diesel generators, but there is no power throughout most of the town including all outlying areas. Minimal stores of drinking water are present in the local community but supply is estimated to reach critical levels by tomorrow evening.

Highway 48 is open at this time, but travel is slow. Highway 100 is still closed due to debris and road damage. Many secondary roads in and around town are impassable. Department of Transportation and City crews are working as fast as they can to open the roads. The bridge to South Island is out. Preliminary reports indicate everyone made it off the island in time.

The area selected for your POD is located on the west of town, west of the airport. It is a large parking lot for a local business. The buildings themselves are not safe to utilize due to storm damage and there is no power. Curiosity has spread about your operation and public are starting to trickle in to your location.

In five minutes, assess the situation, prepare, and then communicate to 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:

- The convoy commander delivering drinking water to the town fails to show up at the designated location. He has ___ semi trucks (some with water and some with ice) stacked along the highway and has failed to inform anyone of his status.
- An aid worker has reported minor looting has taken place in the condemned buildings located on your compound.
- Many people are straggling in to your camp demanding help and camping out in the parking lot. They are frustrated, hungry, emotionally spent, and in need of basic care.
- An elderly person collapses and is in serious need of immediate medical attention.
- Aircraft planned for your use have been diverted to priority search and rescue missions in neighboring communities.
- The generator that has been powering your POD mechanically fails (*turn the lights off and have a flashlight available for the player*).

Facilitator’s Notes

This TDG should focus on the planning and prioritization of the logistical issues of the mission at hand. It can be run as a seminar format or can be delivered as a full simulation depending on the player’s ability and comfort level. In a situation as complex as hurricane recovery, there are many tangents that can be taken if the TDG is delivered as a full simulation. It is recommended that the facilitator in this case have background and experience in a natural disaster type assignment to accurately deliver the TDG. It is important to maintain control and direction of the scenario as this type of exercise can lead in many different directions. Role players should be coached before the exercise to make sure they keep the player on task to meet the training objective.

As a seminar, the player should focus on establishing a base of operations, traffic and transportation plan, security, distribution of supplies, and ordering. This is a logistical exercise, not tactical. The facilitator can adjust “Murphy’s Law” suggestions to create barriers as needed.

The sand table itself should represent the base of operation only, or POD location, and immediate surrounding property. So the table itself will be a small area no more than ¼ by ¼ mile. It can be constructed in any way the facilitator desires. Supplement the table with the maps of the town and general map location. It is also suggested that the player have an avenue for good note taking.

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?

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

