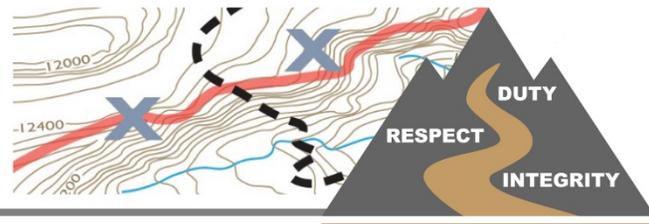


Tactical Decision Games



Wildland Fire Leadership Development Program

ANCHOR POINTS/BEAVER CREEK FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Squad Boss, Incident Commander Type 5, Single Resource Boss

Training Objective

Given the following scenario, the players will determine how to mitigate the risk of not having an immediate anchor point. Players should verbally communicate their decisions to the appropriate individuals. This can be used as a drill to discuss Standard Firefighting Order #3 and Watch Out Situation #8.

Resources Referenced

- **Single Resource Boss (Player Role)**
- 1 Type 6 Engine (E681)
- 1 5-person Initial Attack Module (IA #1)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are the Engine Captain of a Type 6 Engine (681). Your engine, as well as a five-person IA module (IA #1), has been dispatched to a reported smoke in the Beaver Creek area. The reported smoke is a holdover from a lightning event two days ago. Your knowledge of the area is that you can expect slopes greater than 50% with a southwest aspect, in heavy blow down and logging slash.

Your district has been experiencing light IA with the warmer weather. In the morning, the briefing the predicted forecast is for a high of 89 degrees, RH 15% to 20%, winds out of the southwest 3-5 mph, CWR 0%, with an LAL of 3. The Forest Management Officer mentions that he/she is expecting more hold overs, and expects the Incident Commander to keep the fires small.

Your engine arrives first on scene. You assume the role as the Incident Commander. Initial Attack #1 has not arrived yet. You opt to hold your engine crew on the road to tie in with the IA module. You hike to the fire to provide dispatch with a size up, and gather intelligence to provide the incoming resources with a briefing.

After scouting the fire, you contact dispatch and provide the following.

Incident Name: Beaver Creek

Incident Commander: (use roll players name)

Incident Type: Wildland fire

Incident Status: 681 on scene, Initial Attack #1 in route

Location: T 4N, R 5E Section 19 NW of the NW quarter, upper 1/3 of the slope

Jurisdiction: (use your agency)

Radio Frequencies: (use local frequencies)

Incident Size: ½ acre

Fuel Type: Heavy blow down

Status: Perimeter is 100% active

Wind Speed: 2-3 mph out of the southwest

Slope and Aspect: 60% with a southwest aspect

Best Access: Road 104 with a hike into the fire

Hazards and Concerns: No values at risk or structures threatened

You also inquire about the availability of other resources and a helicopter for bucket work. Dispatch replies back that all available resources are currently working higher priority fires, and you should not expect other resources for help. You return to your engine on the road, and tie in with Initial Attack #1, and provide a briefing to all resource assigned on incident status, and have established good LCES. What now?

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:

- Pump on the engine breaks down
- Wind direction changes after making tactical assignments
- Wind speed increases
- Fire behavior changed upon returning to fire (increase rate of spread, spotting)

Facilitator’s Notes

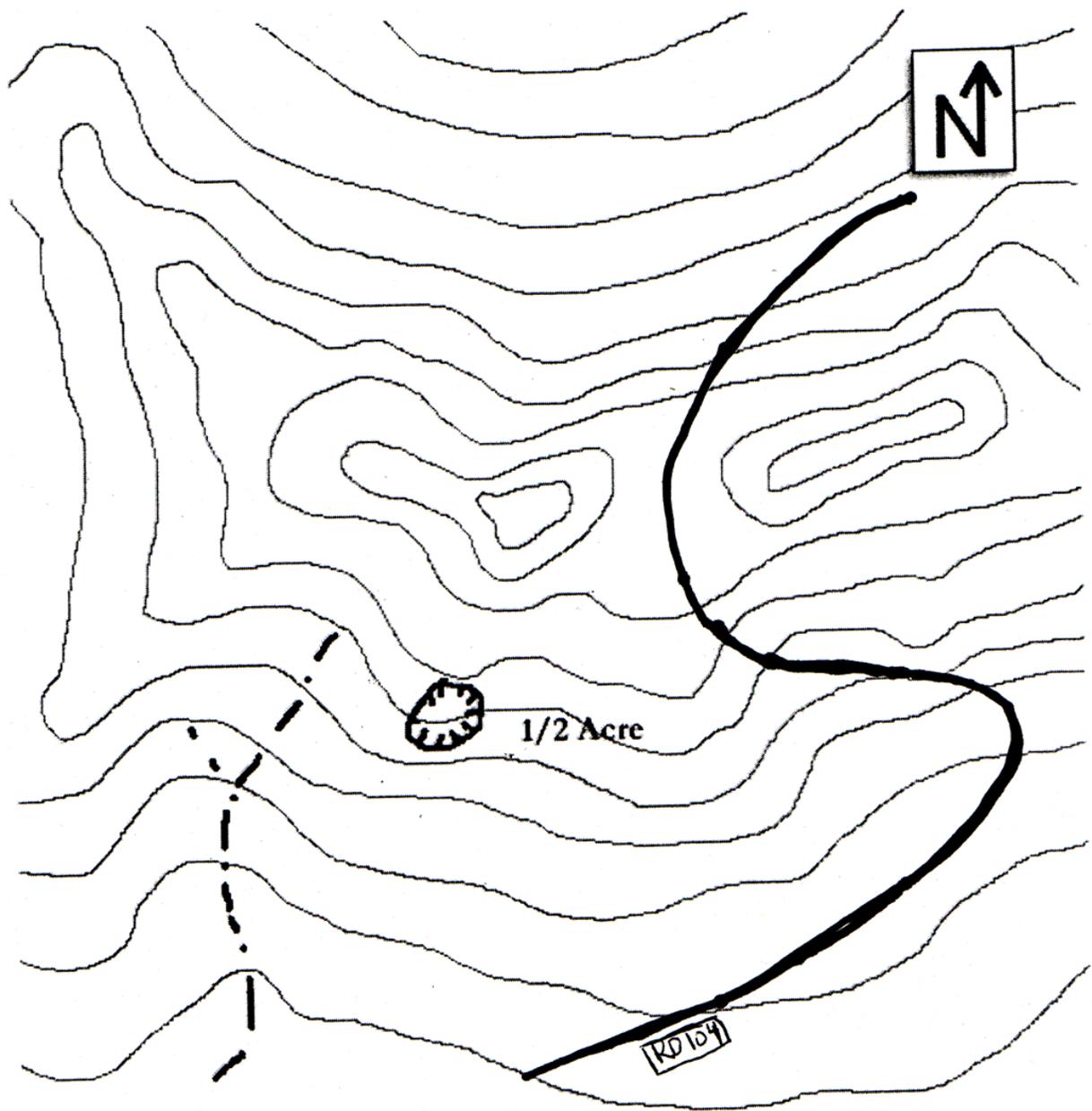
The dilemma for this TDGS is that the player must make a decision on where to safely engage the fire, with there being no obvious anchor point. The player is tasked with the decision on how and where to engage by establishing an anchor point as well as clearly communicating their decision to the resources. The solution should be delivered in the players briefing to the resources. If the player does not cover the anchor point in his initial briefing, the facilitator can then allow the player(s) to continue with the scenario until they engage the fire. At that time the facilitator should stop the simulation and begin the AAR. During the briefing the other resources are free to ask questions as they would in reality.

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.



Beaver Creek

-  Fire Perimeter
-  Wet Drainage
-  Road

Scale = 1/4 mile