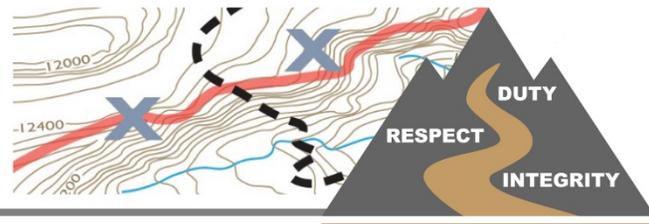


# Tactical Decision Games



Wildland Fire Leadership Development Program

## ASSIGNING RESOURCES – TURTLE FIRE

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### INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

#### Author(s)

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#### Target Audience

Incident Commander Type 3

#### Training Objective

Given the following scenario, players will decide how to assign resources and communicate their decisions to appropriate individuals.

#### Resources Referenced

- **Type 3 Incident Commander (player role)**
- Sitgreaves Hotshots
- Mesa Wildland Fire Module
- Resource Advisor (Mitchel)
- Engine 2062 (Type 6)

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### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

#### Facilitator Briefing to Student(s)

You are an ITC3 on the Turtle fire on the Gila National Forest in New Mexico. The Turtle fire is being managed under a strategy other than full suppression. The fire has been burning for five days and has reached 600 acres.

## Fire environment conditions:

- Moderate load long-needle pine litter with light herbaceous load
- 1200 on June 10
- Temperature: 73 degrees @ 1200 (high expected in low 80s)
- Relative Humidity: 27% @ 1200
- Wind: southwest 1-3, predicted 5-7 in late afternoon
- Fire size: 600 acres

The objectives are to permit the fire to play, to the extent possible, its natural role. It is important to minimize impacts to structural improvements including, but not limited to fences, water developments, livestock facilities, roads, and transmission lines, etc.

The fire made a run yesterday and grew 350 acres to its current size. This was expected and resources were ordered in anticipation of continued growth. The District FMO brought you in as a Strategic Operational Planner because of increasing complexity. There is a two-lane highway running north south which is the western edge of the Maximum Manageable Area (MMA). There is a small community just west of the highway three miles north of the fire.

The resources ordered were one hotshot crew, one wildland fire module, and one Type 6 engine. All the resources have shown up, received their “big picture” briefing and are awaiting their operational briefing so they can get to work.

Take three (3) minutes and develop a course of action and prepare any communication contacts you think are necessary.

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## 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:

- Hotshot crew suggests burning out along the highway.
- Resource Advisor concerned about cultural resource sites north east of the fire.
- Fire Weather Watch comes in predicting cold front approaching from southeast.
- A historic fence line is discovered during scouting.
- The ICT3 offers to walk and map entire fire.

### Facilitator’s Notes

This scenario is designed as a seminar-style TDG, although it can easily be turned into a simulation.

This TDG should focus on the ICT3’s ability to make tactical assignments. The intent of this exercise is to do what is necessary to allow this fire to continue burning. Resources often feel they have “nothing to do” and ICT3 feels s/he has no meaningful work to assign. In this instance the fire is relatively new and there is much scouting, planning, and monitoring to be done. There is an opportunity to utilize the current resources to scout and develop management action points

(commonly referred to as trigger points), long-term logistical plans (campsites, monitoring/lookout sites), and identifying structural improvements possibly needing protection.

### **Proper scale and size set-up is very important in this scenario**

The setup for this exercise should include tactical “pinch points” that might be identified and possible holding features if needed. The holding features may become the focus of the role player and it should be discussed in depth during the AAR that putting the fire out (or planning to put the fire out) is **NOT** the objective. The number of structural improvements, or cultural resources showing on the table is up to the facilitator depending on the intended complexity.

## **AFTER ACTION REVIEW**

Conduct your AAR at the sand table. The AAR should focus on the thought process, the ideas, and what was communicated in the decision. The AAR should generate discussion on alternatives and opinions. Try to capture how different individuals may have come up with differing resources, checklists, and solutions.

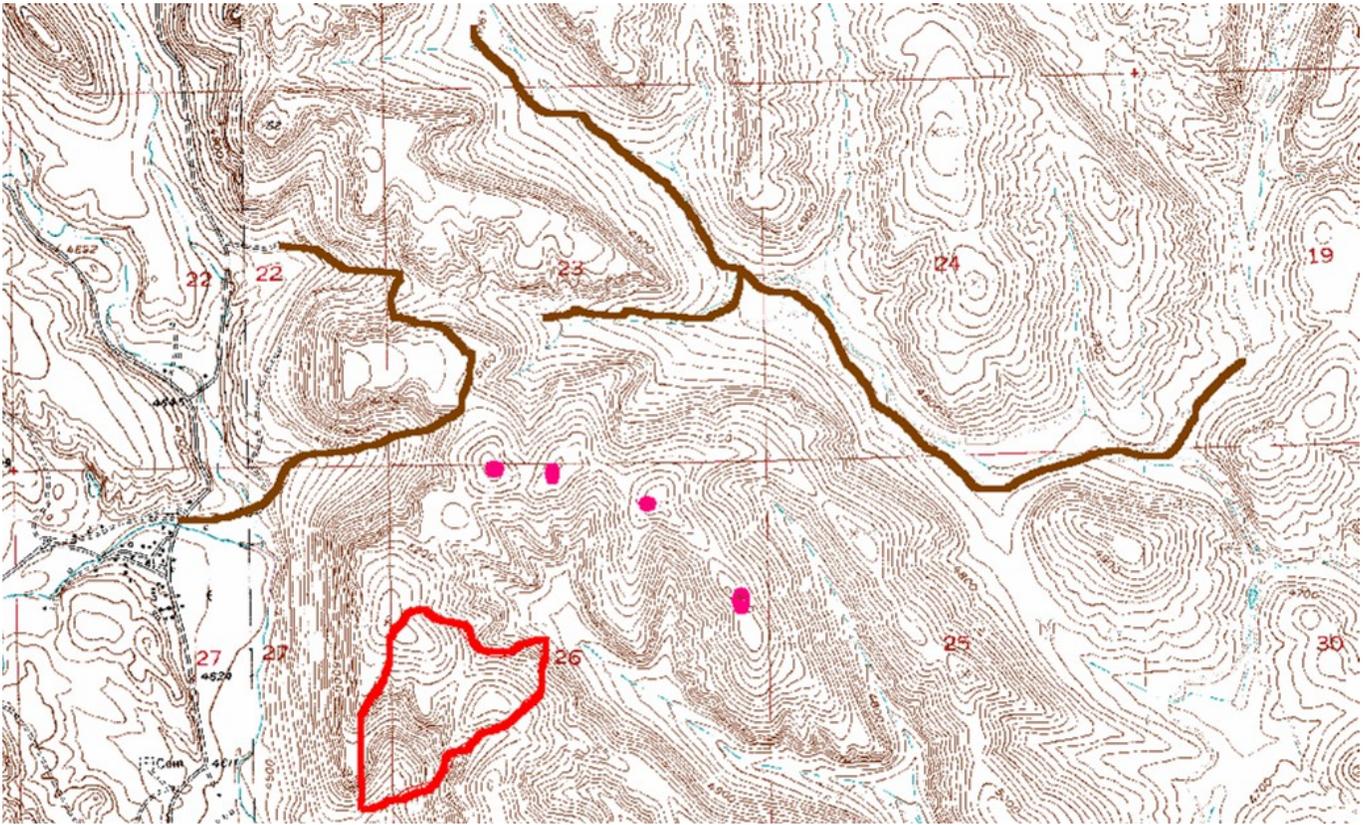
Use the AAR format found in the *Incident Response Pocket Guide* to facilitate the AAR. There are four basic questions in the AAR.

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

### **Additional AAR topics:**

- Challenges of fire outside of wilderness
- Do you still try to keep the fire on your terms?
- What skills do modules/hotshots offer, major differences?
- What is the ICT3’s major responsibilities
- Consider asking hotshot crew to break up into “short squads” for recon.

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



Brown = dirt roads

Red = active fire edge

Pink = cultural sites/concerns

