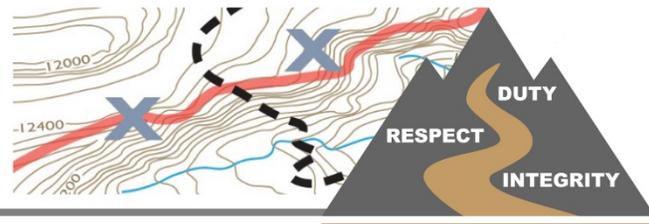


Tactical Decision Games



Wildland Fire Leadership Development Program

BRIEFING - TILLIE #1 PRESCRIBED FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Prescribed Fire Burn Boss

Training Objective

Given the following scenario, players will evaluate a prescribed burn planned in an intermix area and prepare a briefing to all personnel assigned. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **1 Type 1 Burn Boss Trainee (Player Role)**
- 1 Type 2 helicopter, helitorch with crew (BLM 555)
- 2 Type 1 Interagency Hotshot Crews (El Cariso IHC and Stanislaus IHC)
- 3 Type 3 engines (E23, E16, E52)
- 2 patrols (Patrol 23 Patrol 32)
- Complexity Level 1 Ignition Specialist
- Holding Boss
- 1 Biologist (Sandy Burns)
- 1 Fuels Officer (BC 55)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are a Burn Boss on the Tillie #1 prescribed burn on the Sequoia National Forest near the small town of Lake Isabella. This burn consists of a 500-acre block surrounded by homes in an urban interface. The plan calls for a helitorch to strip fire the block. All resources have been committed to the burn. The Forest has tried to burn this block for several years without success. The District Ranger has expressed to you that he would like to have this burn finished as soon as possible.

There is one sensitive area that consists of several Piute Cypress trees located within the burn, which has been lined and will require hand firing to back the fire away from them. Additionally, the valley just east of the block is home to many elderly people.

The fuels in this block contain mixed brush and scattered Grey pine trees with light grass towards the low end of the block. The block has a 20-foot wide black line on the west and east side. This was completed three days ago.

The west side of the block uses a ridge top with handline tied to the road and a rock outcropping. The east side uses a wet drainage that leads up to a large rock outcropping that extends across the entire north end. The south end uses a three-lane highway as access and containment line for the bottom of the block. Both the west end and the east end of the block have structures close by. High voltage power lines travel through the block running east and west.

Smoke dispersion will be mitigated by 20-foot winds at 10-15 mph, mixing height at 5,000 feet and transport winds to 20 mph.

The week before the burn had three days of scattered showers with approximately one half of an inch of rain over the block. Average weather patterns in the area include: early morning down canyon winds 2-5 mph becoming up canyon 5-15 mph by mid-afternoon. Extended forecast shows a high pressure has set up over the valley and will remain over the area throughout the week.

The El Cariso crew superintendent has been established as the Ignition Specialist and the Stanislaus crew superintendent has been identified as the Holding Boss for today.

The plan calls for 70 percent reduction of the ground fuels and 40 percent mortality in brush component. Only 10% mortality in the overstory tree species is acceptable.

Weather parameters in the prescription state that wind over 20 mph (30-minute average) or relative humidity below 18 percent will warrant immediate termination of ignition. Your weather as of 0700 is Relative Humidity, 40%; temperature, 68 degrees; and wind, out of the west 3 mph.

You will need to notify appropriate personnel before ignition. All modules will report to a large turnout off of Highway 155 that has full view of the burn block.

It is now 0700 and all modules have arrived. Take 15 minutes to review the information and then give a briefing to all assigned resources.

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:

- Helitorch drips fire outside of containment lines.
- Biologist says sensitive area is out of prescription and will need to be suppressed.
- Spot fire occurs in non-accessible area.
- Engine reports that they have had a vehicle accident with the public.
- Several members of the IHC crew are stung by bees.
- News media wants an interview.

Facilitator’s Notes

The TDGS should focus on the ability to brief all aspects of a complex prescribed burn. Briefing will need to include all hazards, objectives, with a detailed discussion on fuel and weather parameters.

Containment procedures for escape will need to be discussed along specific tactical assignments. Fire behavior and trigger points to meet objective will need to be expressed. Student will need to consult with biologist and designate a specific firing team to deal with the sensitive area. Student will need to consult fuels battalion on next day patrols for the block. Ignition boss will take control of all techniques during the firing operation.

Once the student has given the briefing and has initiated the burn, the facilitator can jump to 1100 hours and state that 10 percent of the fuels have been burned. Facilitator can use Murphy’s laws at this time to evaluate the student under stress. Player may have multiple problems and may be forced to stop ignition.

This simulation is designed to help the player cover all aspects of a prescribed burn. The role players in this simulation may prod the player for detailed information on their assignment. There is no time limit for this exercise.

Shaded area on the map represents sensitive areas and red lines indicate control perimeter. Power lines are on the map.

During the AAR items for discussion may also include:

- Was the briefing to the role player adequate
- Were all aspects of the burn addressed
- Were unexpected problems dealt with in a timely fashion

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?

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

