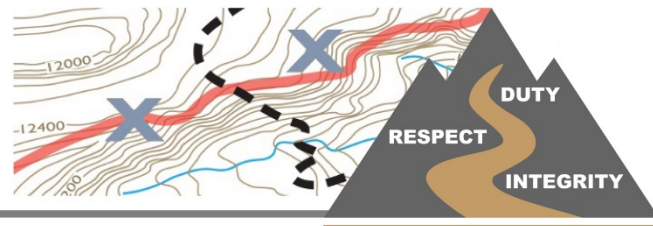


Tactical Decision Games



Wildland Fire Leadership Development Program

ALL-HAZARD COMMAND AND CONTROL – SEASIDE MUDSLIDE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

ICT3

Training Objective

Players should establish command and control with resources on scene and should verbally communicate their decisions to the appropriate individual/resources.

Resources Referenced

- 1 local Sheriff (Has search and rescue training)
- California Highway Patrol (Instructed to keep Highway 101 open)
- 1 local dozer, Molacek, Inc. (Lots of experience, programmable radio)
- 1 local excavator, Juarez Brothers (Just bought excavator. Has limited experience and no radio)
- 1 Type 2 crew (Forest Service Regulars, 3 EMTs, 2 Crew Bosses, 1 DIVS, 4 radios)
- 15 local community volunteers (1 Registered Nurse, shovels and picks and wheelbarrows who won't leave scene and want to help)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

March 14th at 1500

Conditions on site:

- Temperature: 60 degrees
- Relative humidity: 60%
- Wind: 2-3 N Cloudy Skies
- Slope: 40%
- Chance of rain: 40%

Resource	Resource Identification	ETA	On Scene	Location/Assignment
Type 2 IA Crew	Derby	1510		Incident
County Sheriff	Sheriff 1		X	
CHP	CHP 49	1520		
Type II Dozer	Molacek, Inc.		X	Incident
Excavator	Juarez Brothers		X	Incident
Local Volunteers	Volunteers		X	Incident

You are an ICT3 and you have been dispatched to a mudslide in the small coastal town of Seaside. You are familiar with the area. There was a smaller mud slide event in this town a year ago.

You arrive on scene and tie in with Sheriff 1 officer near the base of the slide. He is obviously happy to see you and provides you with the following information: “There is a large mudslide on the north end of town. At least five homes have been buried and unsure of the status of the occupants, but he’s afraid they are in the houses. As far as I can tell, the hillside is still unstable and the mud could keep flowing. If it hits the train tracks or the freeway, we are going to have more problems. I (sheriff), was the first on scene and don’t have anything set up yet except for the dozer and excavator. They are working on the road with no guidance or direction. My dispatch office told me you were coming and that you were going to run this incident. What do you want to do?”

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.

- Mudslide starts moving again.
- Incoming resources stuck behind traffic on highway.
- Gasoline tank ruptures and is leaking into a nearby creek.
- Vehicle accident on highway.
- Radio communications between the Sheriff and equipment is not working.

Facilitator’s Notes

This TDG is designed to be facilitated as a simulation-style exercise with multiple decisions. This TDG is targeted for the ICT3-level fire fighter. It focuses on the Incident Commanders ability to gather situation awareness, develop an organization, develop a plan of action, and brief and deploy resources.

The IC will be faced with many conflicting priorities. It is important for them to recognize this and establish priorities. The management of these priorities will depend on an appropriately-staffed organization and effective delegation. Scene safety could evolve into a big issue in this scenario due to unstable ground and the amount of people in the area. The use of the local residences in this scenario to gain situation awareness is necessary.

The time of the year and time of day you will push the player into night operations relatively quickly so be sure that the IC is planning accordingly. Also it had been raining earlier this morning, and the possibility for more rain is high which could move the slide farther down the hill or start another slide in the area.

Due to the proximity of Highway 101 and the railroad tracks, the IC should expect to use law enforcement and public information officers. The Dispatch role will be played by the facilitator. Any resource orders placed by the IC should be taken but will not be filled within the time frame of the TDG.

After Action Review

Conduct an AAR with focus on the training objective, using 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.

Inputs for Role Players

Sheriff 1: You are first on scene and are qualified in search and rescue.

CHP 49: Instructed from supervisor to keep Highway 101 open.

Dozer: Local resident, experienced operator, has a programmable radio (working on scene).

Excavator: Just purchased excavator; limited experience, no radio (working on scene).

Type II Crew: Forest regular crew (Derby), 1 DIVS, 2 crew bosses, 3 EMTs, 4 programmable radios

Local Community Volunteers (15 people): 1 Registered Nurse, shovels and picks and wheelbarrows. The volunteers live in the community and don't want to leave. They have knowledge of residences and occupants.

Seaside Lane Incident

Map (table) dimensions 2 mi. x ½ mi.

