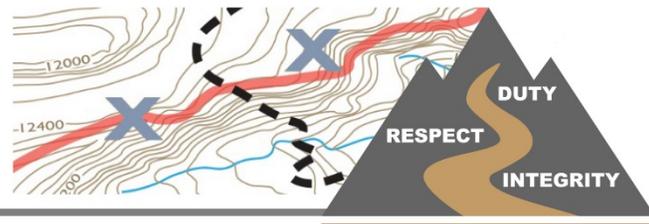


Tactical Decision Games



Wildland Fire Leadership Development Program

DOWNHILL LINE CONSTRUCTION/BRAKE FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Single Resource Boss

Training Objective

Given the following scenario, players should decide if their crew can engage in a downhill line construction assignment. This can be used as a drill to discuss Watch Out Situation #9 and the Downhill Line Construction Checklist. Players should verbally communicate their decisions to appropriate individuals.

Resources Referenced

- **T Single Resource Boss (Player Role)**
- 2 Type 2 Handcrews
- IC Type 4 (local FMO)
- Helicopter

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are the Crew Boss of a Type 2 I/A crew on the Brake Fire on the Sawtooth National Forest. You and your crew were dropped at H-4 at 7200 feet above sea level. H-4 sits on a ridge-top above an 83% NW facing slope. The fire started late yesterday, in brush beside the railroad tracks and has now progressed upslope into a mix of Ponderosa and Lodgepole pine. The fire is now approximately 50 acres. Overnight, downhill winds kept the fire below the ridge and on the NW aspect. Today's weather forecast calls for a high temperature of 80 degrees, minimum RH of 20%, and winds to be up-valley, up-slope 5-10 mph with ridgetop winds 10-15 mph from the south.

Your FMO is currently the IC on this and multiple starts along this railroad corridor. His concern is one or more of these new starts escaping initial attack. His strategy is to contain this fire below the ridge by the end of the day. Your assignment is to construct handline downhill, toward a second crew coming up the left flank toward you. The second crew has completed line nearly half way up the slope towards you.

H-4 is an adequately sized safety zone for your crew at the top of the ridge. There is a rock slide below H-4 and east of the left flank, which is also an adequate safety-zone for two crews and escape routes are easily found. Other hazards and risks include typical concerns found in this fuel type and fighting fire on a slope.

You are adequately equipped and have good communication with all parties with adequate number of frequencies.

Local engine and helitack crews are committed to the other starts today. The time now is 1100. You have 3 minutes to develop a course of action and prepare any communication 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:

- None needed if this TDGS is used as a seminar type.

Facilitator's Notes

The focus of this TDGS is Single Resource Boss decision regarding whether to engage in a downhill line assignment and the thought process leading to the decision and the use of a reference guide (ideally, the use of the IRPG).

In order to guide toward a single decision point, this TDGS is designed to be a "seminar" type; a single snap-shot in time for the group to make a decision. This TDGS ends once the players explain their decision (to engage or not).

The facilitator has the option of running this TDGS as a simulation type by assigning role players beyond the single point-in-time decision point. If so, the facilitator will need to develop Murphy's Law interruptions and decision points.

If the chosen format is a seminar type TDG, have players write down their decision process and any important notes in the five minutes allowed. Have each player, individually, give his/her decision and explain any notes or process he/she has written down.

The facilitator needs to pay attention and address the tendency of the players to want to fight the fire immediately and lose focus on the decision making process.

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.

