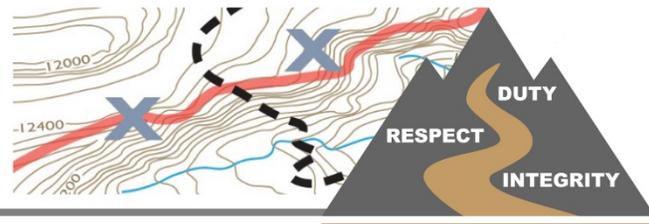


Tactical Decision Games



Wildland Fire Leadership Development Program

ESCAPE ROUTES IN LCES/TOWER FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Squad Boss, Incident Commander Type 5, Incident Commander Type 4

Training Objective

Given the following scenario, the player should decide if the current escape routes are adequate for the expected fire behavior. This can be used as a drill to discuss Standard Firefighting Order #4 (“E” in LCES) and Watch Out Situations #3 and #17, as well as the IRPG reference “LCES Checklist.” Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **Single Resource Boss (Player Role)**
- 1 Hotshot Crew
- Division Supervisor
- 1 Strike Team of Inmate Crews

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are a Foreman of a Hotshot Crew assigned to Division Y on the Tower fire, Angeles National Forest. Division “Y” is a slop-over from the previous days run. It is located on a 60% slope with a Northeast aspect. The Angeles has been experiencing a drought for the past two years. The vegetation is a fuel model 4 (15’ to 20’ tall brush). Crews have been unable to walk through it.

The Tower fire has been burning for several days. Yesterday, the fire made a significant run of 3,000 acres when the temperature was in the upper 80s, the RH was in the mid-teens, and winds were out of the Northeast at 10 to 15 mph. Your current weather is 82 degrees, 20% RH, with calm winds. The predicted weather for this afternoon is a maximum of 88 degrees, minimum RH of 15%, with winds out of the South at about 5 to 7 mph.

Your crew has been flown to H 52 and is constructing direct fire line heading north toward a strike team of CDF inmate crews that is constructing line from DP 59 heading south. The fire’s edge has multiple fingers in addition to a dirty understory burn, with clean black on the ridge top adequate for a safety zone. It is approximately 1300 and line construction has progressed well. Your Superintendent is currently acting as a lookout at DP 59 and has a visual on the CDF crews working toward you and estimates that the crews are about six chains from tying in the line. With absence of the Superintendent you are in charge the crew. One of your Squad Bosses walks back to check the line, and relay’s to you it will take approximately 25 minute for the crew to reach the safety zone due to the fingers and steep slopes.

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:

- Lookout observes an interior island becoming active and is no threat to the crew.
- You overhear that the on the other side of the fire is increasing in activity and requesting air support
- You overhear on command Red Flag Warnings for high temperatures and relative humidity beginning tonight at 1800 and lasting through the following day until about 1200.

Facilitator's Notes

This TDGS should focus on the assessment of escape routes in regard to escape time. The players should make the connection to Watch Out Situation # 17 "Terrain and fuels make escape to safety zones difficult." The dilemma is to prioritize between meeting the objective of completing their section of line or to create a new escape route which would hamper their line construction rate.

When the Squad Boss tells the Foreman that it will take at least 25 minutes for the crew to reach the safety zone, the players may recognize potential for a negative safety margin, as discussed in Entrapment Avoidance.

The facilitator should also use the LCES checklist to assist in leading the AAR as discussed in the IRPG.

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.

Tower Fire
Aug 12
0600

uncontained
fireline
contained fireline

scale = 1/4 mile

