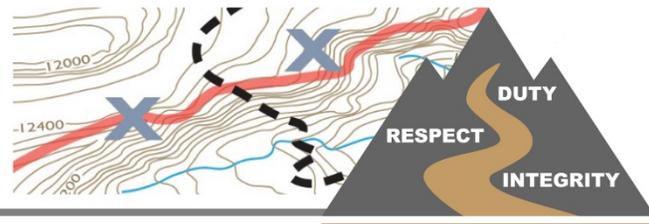


Tactical Decision Games



Wildland Fire Leadership Development Program

GEOGRAPHICAL AREA – OUACHITA (“wah-shi-tah”) NATIONAL FOREST

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

Author(s)

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Target Audience

Initial Attack ICs, Captains

Training Objective

With this scenario, the players will recognize regional differences and deal with unfamiliar fuel types, tactics, and drought indices. Using reference from the Incident Response Pocket Guide, they will collect information needed for a fire size-up and communicate it to dispatch. Also, the players will initiate incident management, implement a plan of action, and direct and coordinate resources.

Resources Referenced

- **Engine Boss ICT4 (Role Player)**
- 1 – Type 4 BLM engine (E-4331, *ICT4 role player’s engine)
- 1 – Type 3 U.S. Forest Service dozer (D-31)
- 1 – 5-person U.S. Forest Service squad (Timber 01)
- 1 – Wildlife biologist

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

It is March 8th at 1030 hours. You are an Engine Boss/ICT4 on a BLM Type 4 engine in Las Vegas, Nevada. This is your first day of a prescribed burn detail to the Ouachita National Forest in western Arkansas. The local Fire Management Officer gives you forest maps, clones your radios, and begins your introductory briefing, but is cut short by a smoke report from Hot Springs Dispatch (the local dispatch center). The FMO asks you to remain at the district office while he investigates the report with a local Type 6 engine. Several minutes later, you overhear another

smoke reported over the radio. The FMO contacts you and asks you to respond. He is sending a timber-marking crew with leaf blowers and a Type 3 dozer to assist you. While en-route to the fire, Hot Springs Dispatch reads today's fire weather over the radio:

"Sky weather, mostly clear, temperature 75 degrees, 35 percent RH, with west winds 5-7, Keetch-Byrum Drought Index (KBDI) is 450." You also remember the FMO saying the area was in an extended drought from last year.

Upon arrival at the fire, it is approximately 5 acres, about 200 feet off a forest road. Flame lengths are 2-3 feet, burning on a south aspect in a thick stand of oak and some shortleaf pine. Leaf litter is heavy. Observing the fire behavior and using past experience in different fuel types, you think it looks like a Fuel Model 9.

Before you can begin your sizeup, the timber crew and Type 3 dozer call you on the radio. They are at the intersection of Highway 15 and forest road 229 (**refer to sandtable and/or map**), wanting instructions.

In five minutes develop your situational awareness, prepare, and make necessary contacts for sizeup and plan of action.

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 the county resources which have arrived and are wanting assignments.

- If the player attempts a hoselay, it is getting hung-up in green-briar vines and being punctured.
- It is clear the fire was caused by arson.
- The timber crew doesn't have all the necessary PPE.
- The dozer operator begins constructing line without consulting the IC.
- Arsonist activity has public on edge.
- Concerned citizen role players pester IC when he attempts briefing or sizeup.
- The district wildlife biologist arrives furious that a stand of Red-cockaded woodpecker (RCW) trees is going to be burned.

Facilitator's Notes

This TDG is intended to test an initial attack IC's ability to coordinate and direct resources and communicating their plan effectively incoming resources. Most importantly, the scenario depicts a situation that has many elements that may be unfamiliar to the players (how to use leaf blowers for line construction, what KBDI is, and what a reading of 450 means). The sizeup and KBDI (Keetch-Byrum Drought Index) references are all in the IRPG (white pages) and the facilitator should make note of how the players make use of this information.

This TDG should also encourage the players to seek advice from local resources on how to best contain the fire. Timber crews on this forest are frequently on wildfires and prescribed burns, and could be a wealth of knowledge to an out-of-area IC.

Special Notes

Most commonly, in this area, dozer line is placed indirectly, and then fired out by ground crews. Leaf blowers are used in areas that the dozer cannot access, or used to blow leaves out of wet drainages to make a wet line.

Role Player Information:

Dozer 31

You have been a Dozer Operator on this forest for 15 years, and have seen a great deal of wildfire/prescribed burns. You also have a passenger in the dozer transport who is a qualified Dozer Boss. You are slightly irritated with all of the detailers that have been coming to your district for prescribed fire. You are experienced enough to know that the best way to catch this fire is by anchoring off the road on the west side and tying in across the drainage to the east side switchback. This might be a little hard on the land, but you are tired, and want to get this fire over with so you can go home. Personnel could then burn out any of the indirect portions.

Timber 01

Your highest qualification is Firefighter Type 1. You have helped with numerous fires and prescribed burns for this forest over the last eight years. You know the Dozer Operator is going to want to punch in line, but you think you can use your leaf blowers to make a wet line in the drainage below the fire, and tie the two roads together. The rest of your squad could burn out after the line is put in.

Wildlife Biologist:

You are irate! The Red-cockaded woodpecker is an endangered species in this region. The forest has gone to great lengths to protect, and improve habitat for these woodpeckers. The cluster of trees is inside the area that the dozer operator wishes to plow, and burn out. However, it would be undisturbed by the leaf blower line the timber squad wishes to put in.

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.

