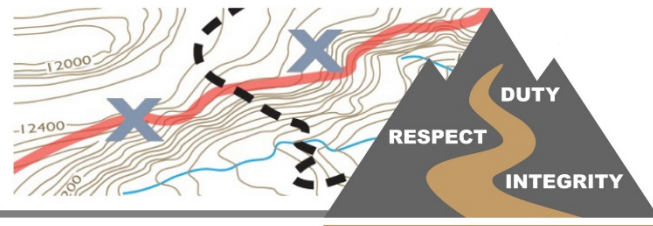


# Tactical Decision Games



Wildland Fire Leadership Development Program

## LEADER'S INTENT/SQUID FIRE

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### INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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#### Target Audience

Incident Commander Type 5, Squad Boss

#### Training Objective

Given the following scenario, players should establish command and communicate their intent to all resources. This can be used as a drill to discuss Standard Firefighting Order #8 and the IRPG reference "Communication Responsibilities." Players should verbally communicate their decisions to the appropriate individuals.

#### Resources Referenced

- **IC Type 5 (Player Role)**
- 1 5-person Initial Attack Module
- Dispatcher
- Helicopter Manger or Pilot

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### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

#### Facilitator Briefing to Student(s)

You are an IC Type 5 in charge of a 5-person squad. A smoke has been detected in the "Squid" drainage north of town. The only access is by helicopter. You arrive at the helibase at 1030 and are off the ground by 1100.

The weather information:

### **Helibase**

July 27 @ 1100

Temp 84°

RH 20%

Wind calm 3-5 SW

### **Predicted WX**

Temp 98°

RH 18%

Winds increasing 10-15mph NW by 1500

You leave the helibase and head to the fire. After discussing potential helispots with the pilot, you confirm the only option is on top of the fire. As you recon you see the following conditions:

- Fuels are Ponderosa Pine forest with light grass under story
- Fire size is 1 acre
- There is a light smoke column
- Light fire activity
- Perimeter is 25% active

Take 3 minutes to develop your course of action and prepare your briefing for the assigned resources.

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## **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:

- Medical situation or communication to dispatch is unreadable once they are below the fire.
- Dispatch calls for update based on local protocols or Incident Organizer.
- Place an urban interface situation.
- Missing person and change scenario to a priority of search and rescue.

### **Facilitator’s Notes**

This scenario has potential for several different TDGS options and can also be tailored for the following: span of control, safe approach to fire from above, and transition to ICT4.

The TDGS should focus on the functions of the ICT5 to establish command and communicate leader’s intent. In this scenario, the player was presented with a fire situation that is in need of additional resources; however, an additional squad would place them outside the ICT5 qualification. The first decision point comes when the player decides a course of action and communicates his commander’s intent. The facilitator should focus on developing good intent statements (Task/ What is to be done, Purpose/ Why it is to be done, End State/ How it should look when complete). Players need to ensure assigned resources understand their intent.

Start the scenario from the helispot on the ridge (above the fire). The player will need to make sound decisions on the approaching of the fire. Facilitator will need to ensure that the Risk Management process is used (needs to be addressed in AAR). The player will tactically deploy his/her crew based on their intent and briefing.

Any new resources will arrive via helicopter. The intent of the new squad is to assist the ICT5 in dealing with complexity of the situation and to see if the incoming resources obtain the intent from the ICT5. Note the following:

- Second squad available and leader is ICT4 qualification. This information is withheld, unless the ICT5 requested an ICT4.
- If second squad is not ordered, it can be suggested by dispatch or the Duty Officer.

If the player does not engage the fire, then leader's intent will still need to be communicated to the crew and the dispatch.

In this TDGS, the player's actual plan and tactical deployment is less important than the decision to establish command and communicating a solid leader's intent. Discussion in the AAR should focus on the development of the intent, adjusting the intent based on changing condition, and ensuring all crewmembers and incoming resources understand the intent. AAR Items to consider:

1. Was the commander's intent clear? (Ask the crewmember what they thought it was.)
2. Was the approach to the fire below safe and sound? What Risk Management was implemented prior to engagement? What factor contributed to your decisions?
3. How confident were you with your plan? What barriers did you experience?
4. At what point did you feel your span of control exceeded the Type 5 organization? Or what was your limit going to be before needing an ICT4?

## 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.

# Squid FIRE

