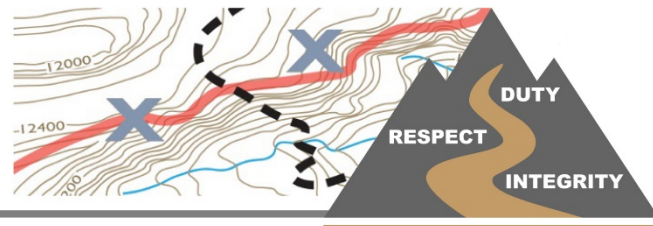


# Tactical Decision Games



Wildland Fire Leadership Development Program

## LOGISTICS, IMT – HURRICANE IN SWEET HOME, AL

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

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#### Target Audience

Logistics Section Chief and Division Group Supervisor

#### Training Objective

Given the following scenario, the player should decide on how to prioritize ordering and issue of logistics.

#### Resources Referenced

- **1 Logistics Section Chief (Role Player)**
- **1 Division/Group Supervisor**
- Incident Commander
- 1 20-person crew, Superintendent with crew (self-sufficient with vehicles)
- Ordering Manager
- 1 Mayor
- 1 Local Fire Chief

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### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

#### Facilitator Briefing to Student(s)

You are the Logistics Section Chief on an Incident Management Team. You are currently assigned to a hurricane relief assignment in the town of Sweet Home, AL. This area has been hit two days ago by a Class 4 hurricane. The entire town has no power and has been mostly under water since the hurricane arrived. Your IMT has just arrived and begun to receive assignments. Your initial assignments as a Logistics Section Chief and Division Supervisor are to assess the need for logistical support for the town of Sweet Home, prioritize the necessary items, and issue the support to the designated parties.

There are three primary areas that are in need of logistical support. A temporary shelter was set up two days ago at Pinewood Elementary School for outlying areas north of Sweet Home. This shelter has 75 families that have been out of food and water since abandoning their homes. The hospital located in Sweet Home has been self-sufficient; however, their personnel have been working non-stop since the hurricane and are in need of food and water. A temporary morgue has been set up within the hospital. A retirement community east of Sweet Home had a temporary shelter in place at their local community center. There are 135 homes in this community. No communication has been established with this shelter and local police and fire have been trying to get to these people since yesterday.

Your Incident Management Team has been briefed by the local Sweet Home Police and Fire and has now taken over all operations on this incident. The Sweet Home Fire Chief will remain with the team as a liaison. The mayor is putting pressure on the team to get these people immediate help, and wants continual updates from the Incident Commander.

In five minutes, assess your situation, prepare a plan, prioritize, and communicate to contacts you think are necessary.

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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:

- The elementary school is reporting numerous casualties.
- The hospital is reporting an immediate need for diesel fuel for their generators.
- The community center is not accessible by vehicle, air or boat only.
- Looting at local stores is depleting logistical resources.
- Your Incident Management Team’s vehicles all run on diesel fuel.
- The Mayor is putting pressure on the IMT.
- Air resources are available, but only have enough fuel for the day.
- Contact is made with the community center.
- The Red Cross trailer gets stuck while en route.

### **Facilitator’s Notes**

This TDGS should focus on the Logistic Section Chief and Division Supervisor’s decision making and communication.

This TDG is designed for a seminar or simulation. In the simulation, the player or players will be presented with limited information for a large incident.

This TDG will focus on the need to gather situational awareness, prioritize, and order and issue logistics. There will be further pressure on the player as conditions change. The player will be forced into decision making during an ethical dilemma. Leader’s intent must be established and communicated to resources available.

The facilitator can adjust the “Murphy’s Law” suggestions to create barriers as needed. All resources are optional. It is up to the facilitator’s discretion, experience, and ability to facilitate this TDGS as to how many resources and role players will be used.

Role players should be coached beforehand by the facilitator to keep the player on task to meet the training objectives.

The player’s responsibility should be establishing command, gaining situational awareness, providing leader’s intent, and ordering/prioritizing logistical support as the incident builds.

## 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. The AAR should focus on “why” the player made the choices they made in ordering resources. Once the “why” has been confirmed the discussion can be moved to the “how.”

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?

Suggested AAR questions relating to the learning objectives:

- Why did you prioritize one location and not the other?
- How did barriers get in the way of your ordering?
- How did the complex situation effect your ordering?
- How did you prioritize issues in your incident?
- How did you gain situational awareness during the incident?

TDGS shouldn’t have a single solution, keep the focus of the AAR on what was done and why.

### Additional Information:

Items available for logistical support:

- 1 fuel truck, 250 gallons diesel fuel
- 25 pallets drinking water, 50 cases each
- 25 pallets food, various items
- 1 Red Cross trailer, fully stocked
- 4 boats, 2,500 lbs. weight limit



Attachment: Suggested Hurricane Map for Sweet Home, AL