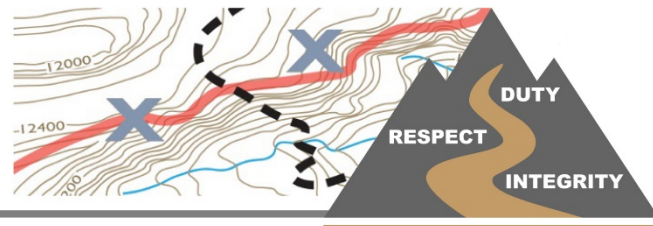


# Tactical Decision Games



Wildland Fire Leadership Development Program

## LOOKOUTS IN LCES/HORSE CREEK FIRE

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

#### Author(s)

Heath Cota, Sawtooth IHC  
Miles Ellis, Craig IHC  
Shane Olpin, Black Hills National Forest

#### Target Audience

Single Resource Boss

#### Training Objective

Given the following scenario, players should determine requirements for posting lookouts. . This can be used as a drill to discuss Standard Firefighting Order #5 (“L” in LCES) and Watch Out Situation #12, 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 Type 2 Handcrew
- 1 Hotshot Crew
- 3 Type 3 Engines

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## SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

### Facilitator Briefing to Student(s)

Fire Name: Horse Creek Fire

Fuels: Use fuels representative of the local area.

Situation: The fire escaped initial attack yesterday; human caused and is currently 50% contained at this time.

Fire Size: 100 acres

Weather: Use weather representative of the local conditions (mid-season)

You are the Crew Boss of a 20-person Forest Regular Crew. The crew has 3 Squad Bosses, and can be broken up into three Squads. Squad Boss 1 is the most experienced with 5 seasons on the District. Squad Boss 2 is experienced with 3 seasons on the District. Squad Boss 3 is the least experienced of the three and is still at the trainee level, his experience was on a district engine and this is his first time on a crew. Your crew has a total of 7 handheld radios, 3 belt weather kits, 7 signal mirrors, and 7 compasses. The crew has been put together from available personal on the Forest. The crew consists mostly of non-fire personnel. This is the first assignment for this crew this season and very few of the personnel have worked together.

You are assigned to Division A. Your objective is to hold/improve line from H1 to the A/B break. Your instructions from the Division “A” supervisor: “We want you to hold and improve from H1 to the A/B break, on the right flank. There may be a spot fire NW of H-1. I will need you to post a lookout for the division. There will be a hotshot crew working towards you from Division B.”

Your crew has just landed at H1; the time is 01000. From there you can see most of your division. You have 3 minutes to develop a course of action and prepare a briefing for your crew.

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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 individual that is selected is the only EMT on the crew.
- The crew has only one map.
- The lookout has only one clam shell.
- The individual has never programmed a radio.

## Facilitator's Notes

This TDGS should focus on the Single Resource Boss responsibility to utilize lookouts to ensure the safety of the crew. In the scenario, the player was presented with a mid-season fire with potential for large fire growth. The decision made by the Crew Boss in selecting a lookout will affect the performance and safety of the crew.

The selection of the lookout should focus on a qualified and experienced individual. The lookout's location should provide a good vantage point of the location where the crew will be working. The player could refer to the IRPG for what considerations to consider in selecting and placement of the lookout. The decision of who the lookout will be is less important than ensuring the lookout receives a quality briefing and has good situational awareness of the incident.

Discussion should focus on the lookout's ability to ensure safety to the crew and that everyone is comfortable with the decision.

- Will the placement of the lookout be good for the whole shift?
- Does there need to be more than one lookout?
- Do any of the other resources have lookouts in place?
- Does the crew still have adequate supervision to accomplish their assignment?

## 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.

