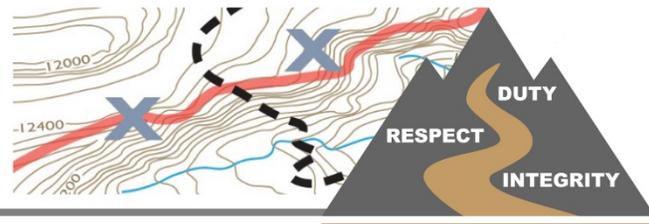


Tactical Decision Games



Wildland Fire Leadership Development Program

NIGHT OPERATIONS/FLORIDA INITIAL ATTACK

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Single Resource Boss

Training Objective

Given the following scenario, players should determine how to mitigate risks associated with night operations and working in unfamiliar environments. This can be used as a drill to discuss Watch Out Situations #2 and #4. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **Single Resource Boss (Player Role)**
- 1 Type 6 Engine
- 1 Interagency Hotshot Crew Module
- 1 Bombardier
- 1 Type 3 Engine
- 1 Airboat

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are an Interagency Hotshot Crew Module Leader dispatched to a fire in the Everglades National Park. Your crew is from (use current home unit) on severity, assisting the park with numerous human caused fires. You have (describe amount of people, experience, equipment) and are on day 3. Most of your time on the park has been on the south end of the park, your response area, familiarizing with the area and assisting in three small fires since day one. At 2300 hours, you are awakened by a phone call from the Forest Management Officer. "We have a report of a fire on the north end of the park at Sandy Mound just west of Highway 41, sounds like ¼ acre. Round up your folks and head that way and when you arrive on scene call dispatch." After further discussion, the FMO informs you that he is trying to round up the north end resources, but to no avail. If you're lucky, you will get a Bombardier, a Type 3 Engine, and maybe the sheriff's air boat.

As you arrive on scene you notice you are in fuel models 3 & 7, and your current weather is temperature 65 degrees and relative humidity 50%. (Describe fire behavior and time of year.)

Now what? In 5 minutes decide on a course of action and prepare any communication contacts you think are necessary.

SUGGESTION: You can help the students maximize their use of time by making them use the following timeline:

- 2 minutes Decide your course of action.
- 2 minutes Write down your size up for dispatch.
- 1 minute Do a risk assessment.

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 emergency during resource deployment
- Unexpected delays in resources ordered; e.g. breakdowns, priority fires
- Alligators
- Make fire larger than initial report
- Overly excited assigned resources
- Equipment breakdown on-scene

Facilitator's Notes

This TDGS is focused on the risks associated with night operations and when working in unfamiliar environments. The facilitator should address each of these. It is also recommended to throw in a few "What ifs" to stimulate the discussion. During the discussion of objectives keep in mind there is no one "right" answer, and the main objective is developing basic IC skills (size-up and deployment of resources) and recognizing even when you are out of your element, the basics of ANCHOR and FLANK are always valid. During the AAR items for discussion may also include and are not limited to:

- How well was the fire information given by the FMO?
- What were your first thoughts in reference to safety for firefighters working and traveling at night? Working with new equipment and unfamiliar fuel types?
- Make sure to reference any Murphy's Laws that were used?

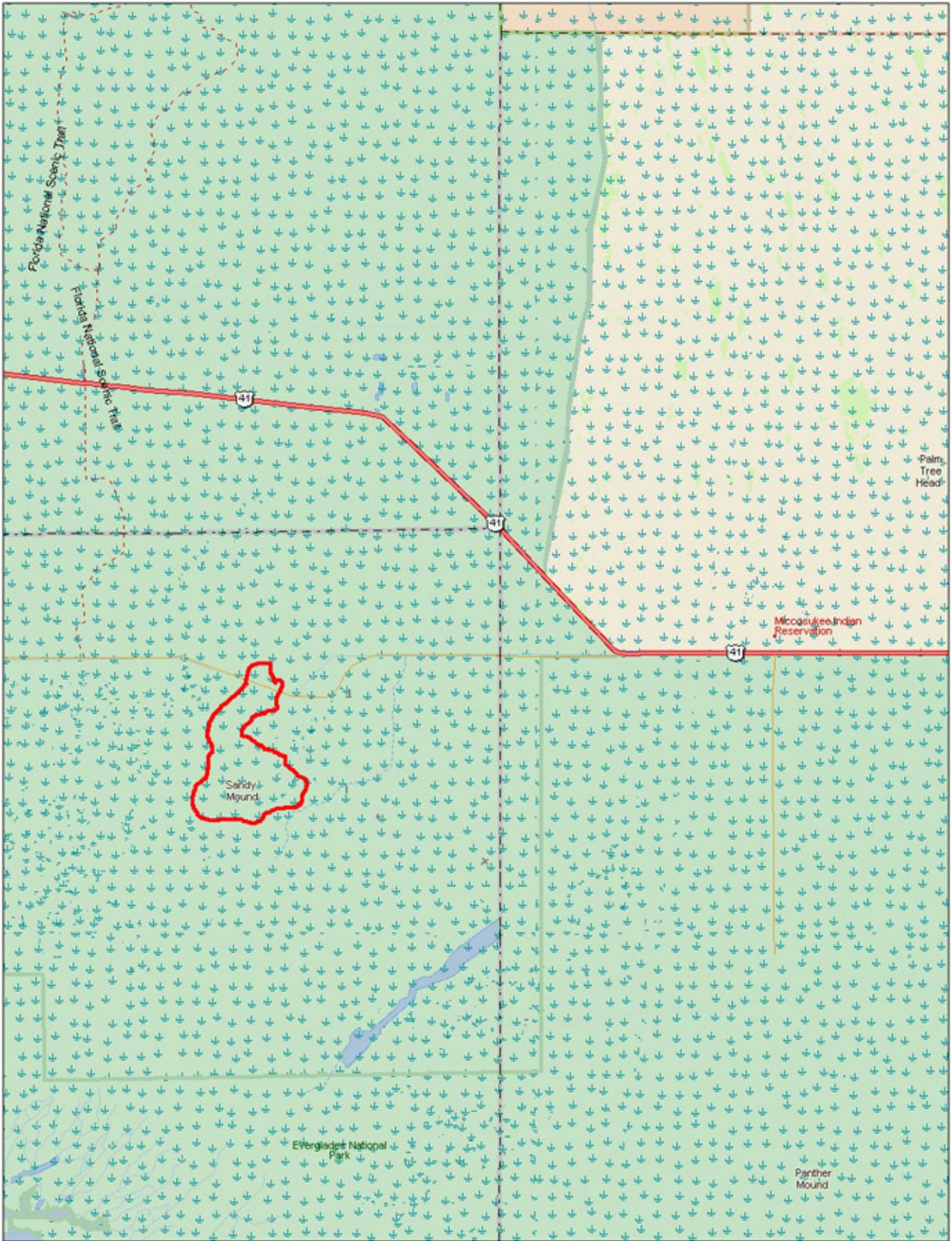
After Action Review

The AAR should generate discussion on alternatives and opinions for options other than building under-slung line.

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?

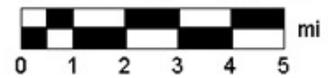
TDGS shouldn't have a single solution, keep the focus of the AAR on what was done and why.



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