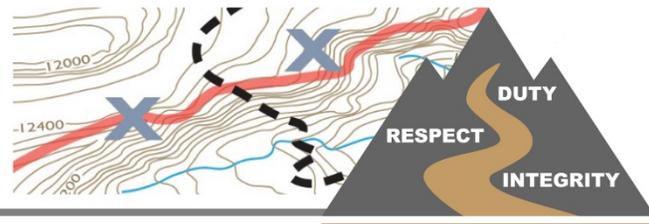


# Tactical Decision Games



Wildland Fire Leadership Development Program

## SIZEUP – CAR FIRE

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

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#### Target Audience

Initial Attack ICs, ICT4

#### Training Objective

Given the scenario below, students will practice the decision making process by collecting information needed for a fire size-up and communicating it to Dispatch.

#### Resources Referenced

- **ICT4 (Role Player)**
- Local Dispatch
- 1 Air Attack
- 1 Type 3 Engine (Local VFD)
- 1 Type 3 Engine (Federal)
- Vehicle owner

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### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

#### Facilitator Briefing to Student(s)

Date: May 20

#### Conditions on Site:

Temperature: 85

Relative humidity: 27%

Fuel: Continuous one-foot grass transitioning into grass and sage higher on the slope (cured)

Slope: Slope gets steep right off the road

Wind: Up slope 5-8

Table Scale: ½ mile x ¼ mile

You are a squad boss on the Silver State Hotshots. You have just finished S-200 at McClellan as a newly qualified ICT4 trainee. You are traveling back to Carson City in a well-marked government vehicle complete with light bar and radio. The time is approximately 1400. You are roughly 50 miles from the Carson City Dispatch Office when you notice a thin black column of smoke about 2 miles ahead of you. As you get closer, you see a vehicle pulled off the side of the road. There is smoke and flames coming from underneath the hood and there is some fire in the grass below and around the car. The fire is beginning to creep in the grass. The vehicle owner is standing next to the car and flags you down.

In three minutes assess the situation, prepare, and then 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.

- Vehicle owner is irate and demands you put his car fire out
- Air attack arrives on scene
- Dispatch calls and asks you for a resource list
- Traffic begins to back up on the road and people are starting to ask what you are going to do.
- Fire becomes established on the hill side and begins to rapidly head up the hill.

### Facilitator’s Notes

This TDG is designed to be facilitated as a seminar-style TDG (i.e., single decision point). This TDG is targeted for the ICT4, Initial Attack Incident Commander and focuses on rapidly developing situation awareness and then notifying dispatch and providing them with a report of conditions. Role players should utilize the report on conditions checklist in their IRPG. Once the role player contacts dispatch and provides a sizeup, the game is over and the facilitator should conduct an AAR. If the role player does not immediately notify dispatch, the facilitator may utilize one or more of the “Murphy’s Law” suggestions below to increase the pressure.

### 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.

