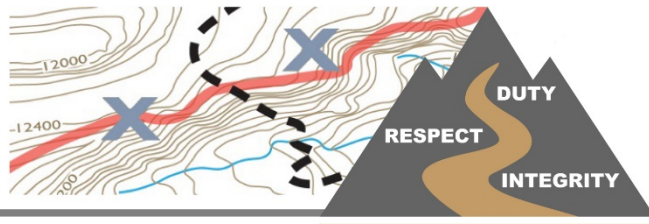


# Tactical Decision Games



Wildland Fire Leadership Development Program

## ALL HAZARD/MULTIPLE COMMAND INCIDENT – HIGHWAY 50

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

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#### Target Audience

Single Resource Boss/Duty Officer

#### Training Objective

Given the following scenario, the player should decide on prioritizing an incident with limited information. When on scene, utilize resources in a safe and effective manner. Players should verbally communicate their decisions to the appropriate individuals.

#### Resources Referenced

- **1 Battalion Chief (Player Role)**
- Ambulance Paramedic
- Area Duty Officer
- 1 Engine Captain with crew
- Dispatcher
- 1 Public Pedestrian
- 1 Bus Driver

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## SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

### Facilitator Briefing to Student(s)

#### **Input 1: To be given to player out of view of table.**

You are the local Battalion Chief on your home unit. You are responding to a vehicle accident along Highway 50 east of Pollock Pines in the town of Kyburz. Highway 50 is a two-lane, narrow highway that follows the American River. The initial report from dispatch is a vehicle accident including a bus versus car. This is a busy Friday morning, as you have already had one fire near structures along Highway 50 and resources are scattered within the county. Dispatch informs you that they lost contact with the reporting party and have no additional information for you. The initial dispatch includes 1 Chief Officer (you), 1 medic unit, and 2 county engines. The local USFS engine has not been dispatched as they are wrapping up the fire near structures on Highway 50. You are en route and expected to be the first resource on scene.

In 5 minutes, assess your situation, prepare a plan, and communicate to contacts you think are necessary.

#### **Input 2: To be given to player at table.**

You are now on scene of the incident. What are your actions?

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## ADDITIONAL INFORMATION FOR FACILITATOR ONLY

The intent of the incident is to be laid out in two inputs:

- **Input 1** is to be shared with the students prior to them seeing the sand table. They are to gather situational awareness and make decisions as best as they can prior to being on scene.
- **Input 2** is to be given to them when on scene of the incident, or at the sand table. What now are your actions with the information you have and resources you have ordered?

### 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 at any time.

- The bus is full/empty of passengers.
- Radio traffic is being overridden by an Ambulance en route to the incident trying to gain information on patient status.
- The vehicle is over an embankment above American River along Highway 50.
- The vehicle contains victims, not patients.
- The bus driver is intoxicated and not helpful.
- Pedestrians and the public are getting in the way.
- Lack of helicopter/medivac resources available.

## Facilitator's Notes

This TDGS should focus on the Initial Attack IC (Battalion Chief) decision making and communication. In the simulation, the player has been presented with limited information for a potentially large incident. The limited response for a bus accident suggests the possible need for more resources to be ordered immediately. This TDGS will focus on the need to order resources before or while at the incident. There will be further pressure on the IC as no additional information is available until on scene of incident. The IC must provide a size up and decide on prioritizing what to do on this incident. Leader's intent must be established and communicated to incoming resources. The player is presented with a standard response for a vehicle accident. The facilitator can adjust the number of patients or victims to force ordering additional resources. The facilitator should utilize the "Murphy's Law" suggestions to create barriers as needed.

The player's responsibility should be establishing command, gaining situational awareness, providing leader's intent, and ordering and prioritizing resources as the incident builds. The facilitator has discretion to turn up the stress level of the player using "Murphy's Law" examples during simulation depending on the players experience and training.

## After Action Review

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."

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 the next time?

Suggested AAR questions relating to the learning objectives:

- Why did you order additional resources while en route?
- How did barriers get in the way of your ordering?
- How did the limited information effect your ordering?
- How did you prioritize issues in your incident?
- How did you gain situational awareness when arriving on scene?

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

Highway 50 MCI Suggested Map

