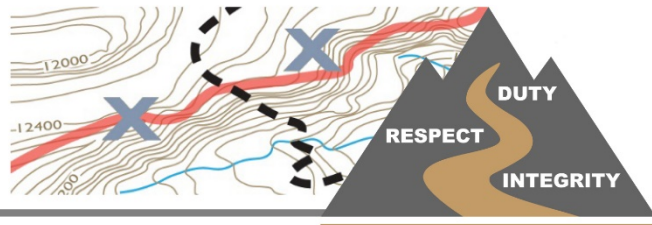


# Tactical Decision Games



Wildland Fire Leadership Development Program

## ALL HAZARD, NON-FIRE – DAM BREACH

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

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#### Target Audience

Type 3 Incident Commanders

#### Training Objective

Given the following scenario, the players will recognize the need for and implement a Unified Command structure between USFS, County, local sheriffs and Department of Water and Power districts. The IC will assess the situation and decide a time frame and implement the evacuation plan. The IC will also pick a proper place for the ICP and staging area for incoming resources.

#### Resources Referenced

All resources are optional; it is up to the facilitator's discretion, experience and ability to facilitate a TDGS as to how many resources and role players will participate.

- **2 Chief Officers: Federal/Battalion Chief-41 County/Battalion Chief-13**
- 3 Federal engines
- 3 County engines
- 1 County Search and Rescue team (10 personnel)
- 2 County Sheriff units
- 2 Water and Power Agency Representatives
- 1 Type 2 Federal helicopter
- 1 Type 2 County helicopter

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## SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

### Facilitator Briefing to Student(s)

You are an Incident Commander Type 3 on your home unit. You are responding to a report of a severe leak in a dam with possible total dam failure. The County-owned dam is located in a heavily used Federal recreation area. En route, you have to cross a couple of river crossings and notice the water level is rising quickly and soon you will not be able to cross them. It is 1130 on a warm July weekend and the recreation area is full of campers and the day use areas are full as well. Paradise Canyon Road is a seven-mile, one-way-in/one-way-out, narrow road with turnouts. Due to local knowledge, you know there is a locked Forest Service gate at the end of the road that leads to the dam and higher ground. This road is a three-mile dirt road. As you arrive on scene, the dam keeper comes up to you and says he is not sure how long the dam will last before full breach. You also note County BC-13 is arriving on scene.

#### Dispatch notifies you that the following resources are responding:

- 1 Federal BC
- 1 County BC, (who is on scene)
- 3 Federal engines, E-41, E-42, E-43
- 3 County engines, E-13, E-32, E-15
- 1 County Search and Rescue team (10 personnel)
- 1 Federal Type 2 helicopter (H-528)
- 1 County Type 2 helicopter(H-308)
- Two Water and Power Agency Representatives
- 2 County Sheriff Units

Take five minutes and assess the situation and come up with a plan of action and relay it to incoming resources.

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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:

- Fishermen below dam
- River crossings are too deep to cross
- Vehicle is stuck in river crossing, blocking traffic
- Dam keeper has a heart attack, (Medical Aid)
- Small vegetation fire in Paradise Campground

## Facilitator's Notes

This TDGS should focus on the Type 3 Incident Commander decision-making skills, communication skills, and implementing an IMT structure. The multiple agency response suggests a unified command structure be set up per local protocols. This scenario implies time pressure for full evacuation of the recreation area. The role player should make a decision as to whether the public will be moved to higher ground or evacuate down canyon. The map is very important to this scenario. High ground should be noted by the reservoir and lower ground should be identified as down canyon. The player's priority should be establishing situational awareness and assessing the complexity of the situation as the unified command is being set up. Facilitator will play Dispatch and provide assistance to the player (if needed), to fulfill objectives of the TDGS.

## 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.

- What was planned?
- What actually happened?
- Why did it happen?
- What can we do next time?

**The key items to consider in the AAR are:**

- **Losing control of resources at any level of the chain of command has an influence all the way to the top.**
- Which fire order number is maintaining control related to?
- Why is it important to maintain control of your resources?
- What did each of the overhead players consider when trying to correct the situation?
- How did the overhead players feel when confronted with potentially difficult situations?
- Did any of the players feel overwhelmed?

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

**Note: Sand table needs to show dominant high and low ground.**

