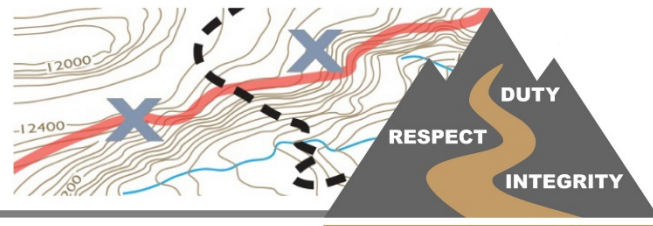


# Tactical Decision Games



Wildland Fire Leadership Development Program

## COMMUNICATION IN LCES – THUNDERHILL FIRE

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

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#### Target Audience

Squad Boss, Incident Commander Type 5, Incident Commander Type 4

#### Training Objective

Given the following scenario, players will determine how to establish a communication link. This can be used as a drill to discuss Standard Firefighting Order #7 (“C” in LCES) and Watch Out Situation #7, as well as the IRPG reference “LCES Checklist.” Players should verbally communicate their decisions to the appropriate individuals

#### Resources Referenced

- 1 Type 4 Incident Commander (Player Role)
- IA Module (Helicopter, Crew, Engine)

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### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

#### Facilitator Briefing to Student(s)

Your IA module has been assigned to initial attack a reported smoke in a wilderness study area in a remote part of the district. The module is equipped with a standard complement of tools, food and water for a 24-hour shift, and 2 radios with extra batteries. Direction from the local FMO is to contain the fire. It is early in the fire season (Describe early local season conditions on your unit, typical weather, fuel conditions.) and expected fire behavior will be minimal. It is a 1-hour hike into the fire from your drop point. (Describe a method of travel to the drop point consistent with your Module.) Arriving on the fire, you find a single tree. You attempt to contact dispatch and are unable to make contact with them. What action do you take now?

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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:

- Repeater is down.
- Helicopter has been reassigned to another fire.
- No cell phone coverage.

### Facilitator’s Notes

This TDGS should focus on your local units SOPs if there is no communication link between an incident and dispatch. If your unit does not currently have an SOP for lack of communication between incident and dispatch, you may choose to conduct this TDGS several times with players of different experience levels to see the range of responses and collect ideas from AARs. You can then use AAR information to develop a local SOP if one is needed.

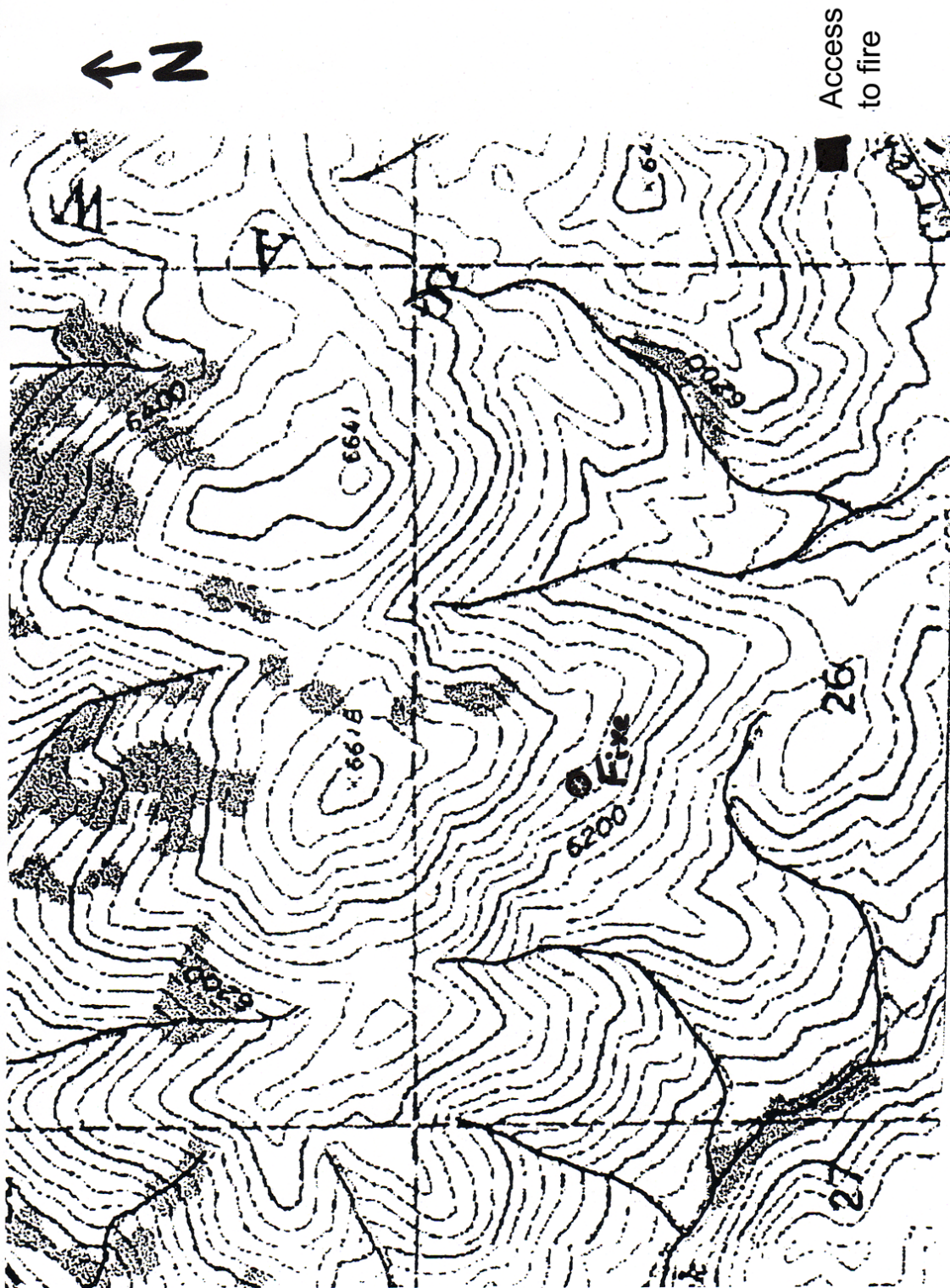
The facilitator has the option to make the scenario easy or difficult depending on the experience level of the player.

### 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.



Thunder Hill Fire