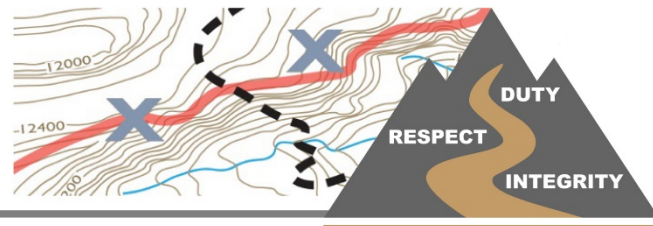


Tactical Decision Games



Wildland Fire Leadership Development Program

COORDINATING RESOURCES – AMORET FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Initial Attack ICs, Captains

Training Objective

With this scenario the players will be tasked with implementing a plan of action and coordinating resources.

Resources Referenced

- 4 Type VI Engines (FWS Eng. 9961, Linn County Engines 210 and 240, Bates County Engine 750)
- 2 Water Tenders (Linn County Tender 20 and Bates County Tender 71)
- 1 ATV with 75-gallon tank (FWS Ranger 3)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

It is February 15th at 1430 hours. You are the local Incident Commander Type 4 assigned to the Eastern Kansas Fire District (US Fish and Wildlife Service). You spot a column of thick white smoke a couple miles from your office. You respond to the situation. Upon arrival, you find a 5-acre fire on private property just off State Highway 52 (cooperative agreements are in place that allow your agency to engage fires on private property). The fire is burning in fully-cured fuel model 1, which was heavily grazed the previous summer and fall. The fire is running and is approximately 200 yards from structures on each flank.

Current weather conditions are 75 degrees, 23 percent RH, with SSW winds 15-20 gusting to 25. Skies are clear. You are in continued drought from the fall. Table scale suggested to be 1 mile (x) 1 mile.

You have provided a sizeup to the local refuge office and ordered one Type 6 engine and one ATV with 75-gallon tank from the refuge. You have contacted Linn County and Bates County Dispatch offices to request assistance and provide a sizeup. You are aware of a variety of county resources en route.

In three minutes, assess the situation, prepare, and then communicate your plan of action to incoming resources.

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 county resources, arriving and wanting assignments.

- Local landowners arrive on scene and are taking action with tractors without checking in with IC.
- Engine or equipment failure.
- Livestock and/or hay bales at risk.
- Arsonist activity has public on edge.
- Concerned citizen role players pester IC while conducting Incident Command responsibilities.
- Wind shift from west pushes fire towards railroad tracks, and/or community of Amoret **(see attached map)**.

Facilitator’s Notes

This TDG is designed to be a seminar-type game, but may build into a simulation as the time progresses and the game develops.

This TDG is intended to test an initial attack IC’s ability to coordinate and direct resources, and communicating their plan effectively to diverse resources (e.g., federal, county or VFD resources, even local residents). The scenario, as written, gives a sense of urgency in that structures are at risk. However, the emphasis should be on the IC’s ability to convey his intent to an audience (resources) of varied background and experience. The facilitator may have the FWS resources on scene quickly, but the county resources should trickle in as time passes. The facilitator should pay particular attention to how the IC employs the resources in such a fashion to keep them out of harm’s way, but also makes use of their capabilities. Utilize time lags to enter in “Murphy’s Law” suggestions, especially local landowners taking suppression action with tractors.

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.

