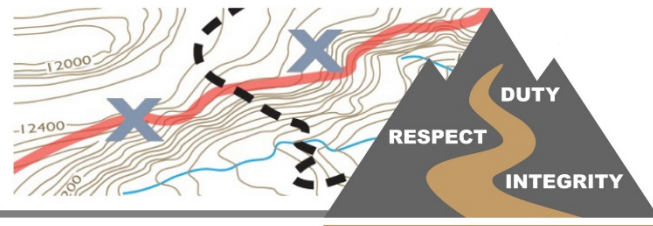


# Tactical Decision Games



Wildland Fire Leadership Development Program

## CREW UTILIZATION – FLASH FIRE

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

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#### Target Audience

Single Resource Boss

#### Training Objective

Given the following scenario, the player should decide on effective and safe utilization options for their crew. Players should verbally communicate their decisions to the appropriate individuals.

#### Resources Referenced

- **1 Single Resource Boss (Player Role)**
- 1 Type 2 Handcrew
- Area Duty Officer (“Flash” Incident Commander)
- Dispatcher

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### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

#### Facilitator Briefing to Student(s)

- Fuels are Great Basin desert with urban interface.
- Time of day is 1630 on a mid-July day.
- Temperature: low 90s for a high and mid 50s for the low
- Relative Humidity: lows 9-13% highs 23-28%
- Winds are 8-10 mph from the west.

You are the Crew Boss for a Type 2 crew (the Walker Lake Regulars). The most experience you have on your crew is two Firefighter Type 1s with three seasons each, plus yourself. Your qualifications are Crew Boss, Incident Commander Type 4 and Faller Type C. Each crew member has been on at least one fire but all are still considered very inexperienced.

Your crew has been dispatched to a new start 40 miles north of town in a rural community (Flash fire). When you arrive on scene there is no smoke showing but a lot of fire trucks parked around and one helicopter involved in bucket operations. The fire appears to be a ¼ acre in size.

As you meet with the area Duty Officer who is also the Flash Incident Commander, he begins to brief and assign you. At the same time dispatch tones out a new start 30 miles north. Within minutes from the tone-out, the Incident Commander of the new start (Jo fire) gives a quick sizeup. In that sizeup, the Incident Commander puts great emphasis on the structures that are threatened. This area is known for having large fire growth due to minimal resource availability. In his briefing the Incident Commander states that he wants you to split your crew and send half to the Flash fire and other half to the new start.

You have three (3) minutes to assess the situation and prepare any communication 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. You can also use one of your own:

- IC is very forceful on his plan and pulls rank.
- Squad Leaders are not/are very comfortable by themselves.
- Jo fire IC orders a handcrew.

### **Facilitator’s Notes**

The TDGS should focus on Single Resource Boss responsibility in regard to the management of crew effectiveness and crew safety. In the scenario the player is faced with how to deploy his/her crew to be effective, but providing for the crew safety first.

The Duty Officer (Flash IC) in this scenario is not shy, in that he is a chief and whatever he says is law. He/She is a very experienced firefighter and feels they should not be questioned on any type of tactical decision that they make. The facilitator may have to play this role to control and apply pressure to the role player. The IC will really emphasize the need for a squad on his/her fire.

There are no other crews available for initial attack. The closest crew would be two to three hours out. The two fires are far enough apart that communication by radio would be extremely broken.

Facilitator may have to prompt a Squad Leader role player into helping set up Murphy’s Law #2.

The scenario will end when the Crew Boss makes a decision to keep the crew together or split the crew between incidents.

In this TDGS the players actual decision to commit to an incident is less important than the consideration to provide for the crews safety and effectiveness based upon their level of experience. The AAR should focus on “why” the player made the choices they made in crew deployment. Once the why has been confirmed the discussion can move to the “how”?

## 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.

