

Wildland Fire Leadership Development Program

# **ESCAPED FIRE – KEYSTONE RX FIRE**

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

## Author(s)

Michael Bland, Arizona District U.S. Fish & Wildlife Chris Kirby, Alpine IHC Bill Kuche, Laguna IHC Mark Vontillow, Los Padres National Forest

## **Target Audience**

Prescribed Fire Burn Boss

# **Training Objective**

Given the following scenario, players will develop a plan of action to transition from a prescribed fire to a wildfire, develop objectives and take action. Players should verbally communicate their decisions to the appropriate individuals.

### **Resources Referenced**

- Prescribed Fire Burn Boss 2 (Player Role)
- Ignition Specialist 2
- 1 10-person Handcrew
- 3 Type 6 Engines (E-521, E-522, E-523)
- 1 Water Tender

#### SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

# Facilitator Briefing to Student(s)

You are the Burn Boss for the Keystone Prescribed Burn. You have been tasked with black lining a 400 acre Rx Fire unit. It is 1630 and you are gathered at the southeast corner of the unit. The resources on site are very inexperienced and have not worked together before. During the briefing a first year firefighter comments on the large cumulus building to the north. After the briefing and successful test fire, the blacklining operation begins. The ignition crew starts firing from the southeast corner heading west along a dirt road. The holding forces deploy along the

south road following and patrolling the ignition operation. The water tender is staged at the southeast corner. The burn is located in a resource study area that is intensely managed for T&E species. All resources are restricted to the road due to management restrictions and there are hazards of sinkholes in the area. The fuels are tall grass (FM 3) with salt cedar throughout the area. The creeks and visible sinkholes have heavy stringers of salt cedar (tamarisk).

#### Weather

- Temperature: 69 degrees
- RH: 22%
- Wind: SW 0-5
- Skies: Mostly Clear

Everything is going as planned. The ignition crew has proceeded ¼ mile along the road (give direction). You observe an unexpected thunderstorm just north of the burn. Before ignition can be terminated and mop-up started, the burn receives a downdraft influence of 65 mph. The fire spots across the road in numerous places. The spots quickly become established and overwhelm the holding forces. The spots have joined together and are estimated to be 5-10 acres with rapid rates of spread.

Take 5 minutes to decide your course of action and prepare any communication contacts you think are necessary.

### 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:

- Your contingency resources are an hour out.
- Crewmember has a serious medical problem.
- The flank you chose to work becomes too smoky.
- Heavy rain shower follows the downdraft and considerably cools the fire.
- In this TDGS, the player's actual plan is of equal importance as the reason why they did what they did with the resources they had.

# **Facilitator's Notes**

It is recommended that this TDG be started in the seminar format. **If the student is capable of handling the complexity, the facilitator needs to transition into a simulation format.** The facilitator needs to let the student game it out according to the local agency procedure, since every agency is a little different. The facilitator should key in on the fact that once the prescribed fire becomes a wildfire, do the resources on hand have the qualifications to manage the incident. The student should recognize that they will have two incidents to manage before relief resources arrive. Since the scenario is based on discussion, an AAR is optional for the facilitator.

## **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?

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

