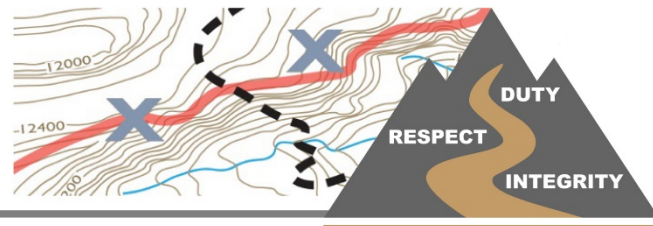


Tactical Decision Games



Wildland Fire Leadership Development Program

FIRING PLAN – WILLIAMS 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, players should decide how to implement a firing assignment. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **1 Single Resource Boss (Player Role)**
- 2 Type 2 handcrews
- Division Supervisor

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are a Crew Boss assigned to night shift on Division C of the Williams fire on the Bitterroot National Forest. Your assignment is to complete firing operations from the C/D break to the B/C Break. Both crews are fully prepared with standard firing equipment. Drip torches and fuel has been staged at the C/D break.

The Division Supervisor say's "I'm concerned about the fire making a hard push with the expected winds tomorrow morning that would threaten the historical cabins to the south. I have to go and check on a broken down dozer. Keep me informed. Give me a call when you start your operation and what your firing sequence will be."

The current situation is that the fire is 5,000 acres and 65% contained. The temperature is 65 degrees, relative humidity is 35%, and winds are 3-5 down slope down canyon. Fuels are Ponderosa pine. The control line was constructed by a dozer with safety zones constructed every ¼ mile. The line was also improved by hand crews assigned during the day shift. Both crews are now at the Divison C/D break. You have 3 minutes to develop a 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:

- Dozer line is not completed to the C/D break causing a later start time.
- Fire behavior increases due to thermal belt.
- One of the crews has little or no experience with firing operations.

Facilitator’s Notes

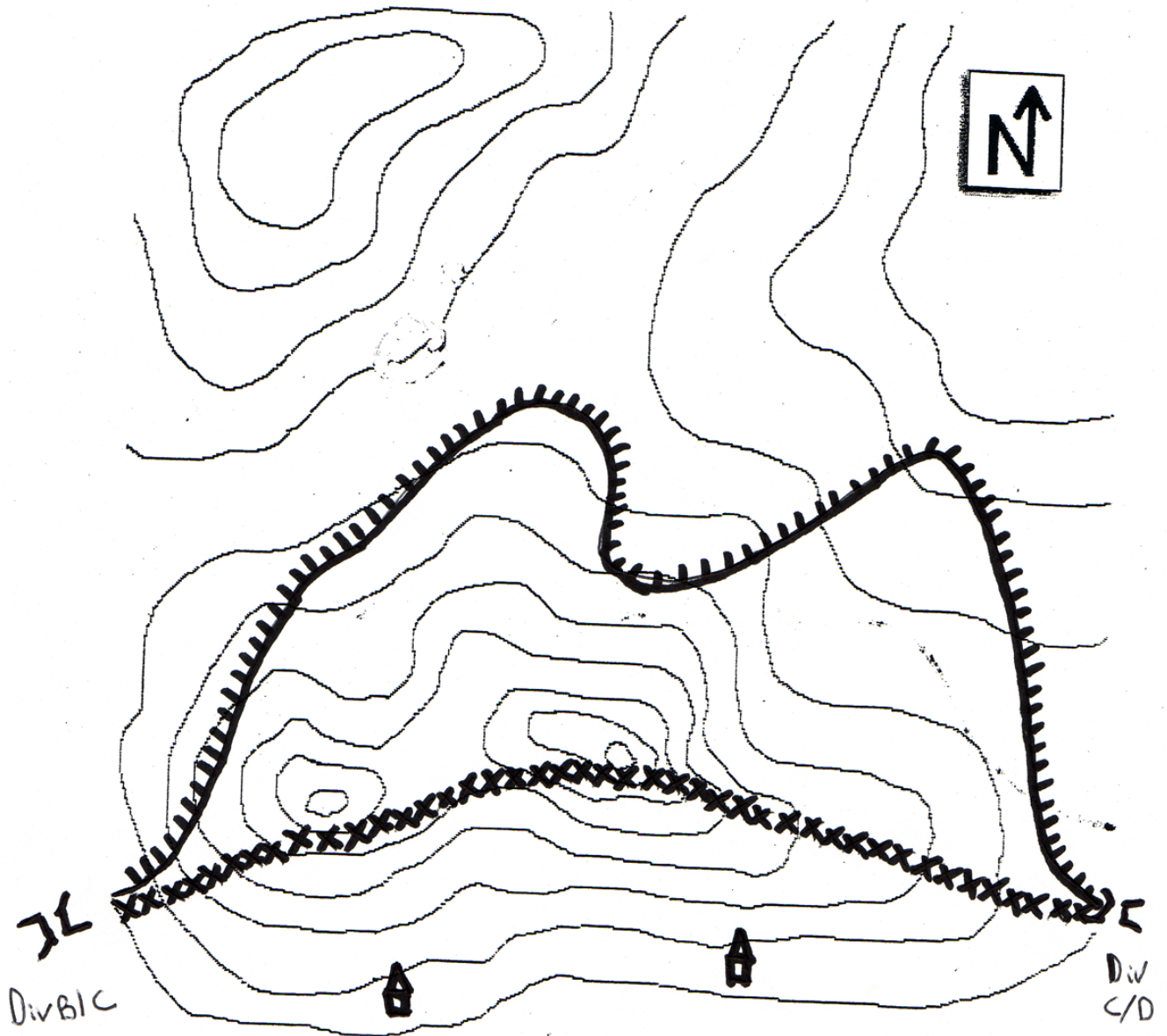
This TDGS should focus on the Single Resource Boss level of responsibility regarding firing operations. The two crew bosses should work together to come up with a plan and coordinate their actions. If the players have problems developing a plan, the facilitator can increase the fire behavior to show the urgency of finalizing a plan. The firing pattern developed by the crew bosses is not as much a concern as the sequence and coordination between the crew bosses. After the objective is met, the facilitator may discuss firing sequences in various terrains.

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.



Williams Fork Fire

- Span = 1/2 mile
-  Fire Perimeter
 -  Road
 -  Complete Dozerline
 -  Cabins