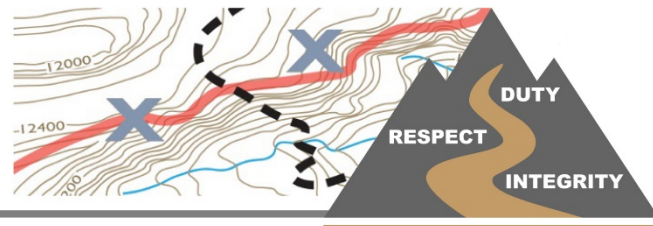


Tactical Decision Games



Wildland Fire Leadership Development Program

INCIDENT WITHIN AN INCIDENT – SROOC FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Strike Team Leader or Task Force Leader

Training Objective

Given the following scenario, players will determine how to manage an incident within an incident. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **Strike Team Leader – Crew (Player Role)**
- Air Attack
- Porter Crew
- Rocky Mountain Crew
- Contract Falling Team

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You have been assigned to Division C of the Shotgun fire as a Strike Team Leader Crew for the past five days. You have two contract crews (Porter Crew and Rocky Mountain with two saws each) and one falling team. Your assignment has been to construct line along Shotgun Ridge. Your crews have been making great progress despite the extensive amount of saw work involved. The fire behavior and weather has been constant for the past shifts and looks to continue today. The conditions on August 8th are as follows.

- Fuel Model 9 (Thick Ponderosa Pine with light under story and dense canopy)
- Temperature - high 88
- RH - low 20
- Winds calm
- Fire behavior has been very light on your Division. For the most part you are putting in line just to secure it. The burn ran hot and the black is clean but full of snags.

It takes approximately two hours to hike into the fire; you are delayed behind the crew. When you arrive on the line, the falling team and crews are already in place and hard at work. Air Attack is above for the morning recon.

The terrain is steep and inaccessible. The largest challenge for the division has been maintaining logistics. You and the division have identified several sling sites for supply **(identified on the map)**.

After several hours of work, the Porter Crew Boss calls and informs you a crewmember has been injured. As you arrive on scene with the injured crewmember and Porter Crew Boss, you make the following assessment:

- He was digging line and working on removing a small root
- He pulled back, slipped, and rolled downhill on his back
- He is experiencing slight back pain.
- He is definitely in pain, but all vitals are okay.”

There is no one on the Division who is medically trained; you quickly realize you have more basic medical knowledge than anyone else. In addition, you are the only one qualified in helicopter operations and have been running all aviation for the Division. Your assessment is to transport him by helicopter although this is not a life-threatening injury. However, the only possible place on Shotgun Ridge you can transport from is the closest sling site location, which is ¼ mile away. The Division Supervisor is two hours away at fire camp.

You are unable to contact division because of unreliable repeaters on your Division.

What do you do?

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:

- Inversion lifts and fire activity increases.
- You overhear radio traffic that on the other side of the fire. Activity is increasing, and they are requesting air support.
- Spot fire.

Facilitator's Notes

This TDGS should focus on making a decision on how to evacuate an injured crewmember on your strike team. The crewmember starts with pain in the lower back and will increase in pain as time continues. The player is the only one who knows anything about medical procedures and aviation. Everyone on the crew is too timid to assist with either situation. The Division Supervisor is too far away to assist you. The player will need to decide how to extract the crewmember and delegate responsibility. (Dealing with aviation and the medical is too complicated for one person.)

Facilitator should play Air Attack because of the inside information. Assign other roles to the crew bosses if needed. The scenario may start with the Strike Team Leader Crew trying to contact the Division Supervisor. If so, only allow contact with Air Attack.

Air Attack is extremely high off the deck and their view of the ground is impractical (dense canopy). Air attack is forcefully opinionated and is difficult to talk with. He believes the sling site is not a good option. He suggests dropping a backboard in and that you should try to hike the crewmember across the Bitter Creek drainage and up to H-4 (approximately one mile). The player knows there is a large amount of snags and would take about two hours to get the crewmember to H-4. The ATGS notifies you that helibase has a rappel-qualified ship and can rappel an EMT (the facilitator could withhold the EMT information unless asked by the player).

If the rappel ship is requested, the HEMG should agree with widening the sling sight spot and getting a helicopter to land there. However, it will take a lot of work. The player has a two-person saw team and four other saws. To apply pressure, the injured crewmember is getting worse. To clear a site for the helicopter would take approximately four hours.

The scenario will end when the player decides on their course of action to evacuate the crewmember.

In this TDGS the player's actual plan to evacuate the injured crewmember is less important than the reasons for their decisions. Discussion in the AAR should focus on why the player made the evacuation plan.

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.

