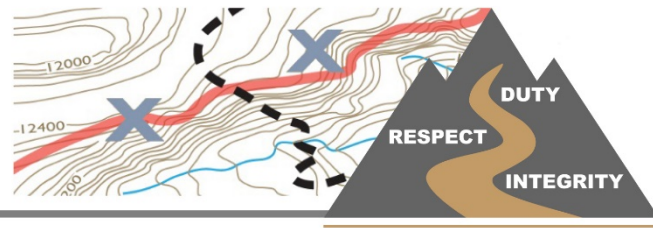


Tactical Decision Games



Wildland Fire Leadership Development Program

SIZEUP TO DISPATCH – LOCAL INITIAL ATTACK

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

Author(s)

- Mike Ellsworth, Boise District BLM
- Nate Gogna, Silver State IHC
- Eric Walker, Boise Smokejumpers

Target Audience

Single Resource Boss, IC Type 4

Training Objective

Given the following scenario, players will determine if the resources assigned are adequate to complete the mission. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **1 Engine Captain (Player Role)**
- 2 Engines (Engines 21 and 22)
- 1 Dispatcher
- 1 Chief Officer (e.g. AFMO, etc)
- 1 Lookout

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are the Engine Captain on a Type 3 Engine (Engine 21). There are two crewmembers assigned to you. You are responding to an initial attack fire that was called in by a lookout located south of the fire at 1530. The initial reported was a small column with blue gray smoke in Pickle Canyon. It is a hot August afternoon and recent fire activity has catered to large fire growth. As you travel to the fire you note the weather and fuel conditions (**Select: Local RH, temperature, wind direction/speed for August at high to extreme indices**). Pickle Canyon Road is a through road and resources may be responding from either end. There are multiple

resources responding to your fire. They include two Type 6 Engines, four Type 3 Engines, and one Type 2 Crew. Air resources are available if needed.

As you arrive on scene there is a ridge between you and the fire. The fire is currently putting up a dark column and seems to be building. From the road fuel model appears to be a mixed-age group of Ponderosa pine with light grass understory.

In 3 minutes assess the situation, prepare, and then communicate to 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:

- Wind direction change
- Spotting
- Flat tire on incoming resource
- Radio traffic is overridden by an incoming resource getting directions to the fire (engine, chief officer, etc.).
- Land owner bothering player during sizeup.
- Resources are arriving and wanting assignments, briefing, and direction.

Facilitator’s Notes

This TDGS should focus on initial attack sizeup and proper report on conditions to dispatch based on the *Incident Response Pocket Guide* (IRPG) and local protocols. The facilitator will need to drive the scenario as the IA dispatcher. The player is presented with a medium response to an initial attack fire. The facilitator can adjust the number of resources responding to better reflect normal local response. The facilitator needs to create barriers to hinder the sizeup process with the Murphy’s Laws.

The player’s priority should be establishing situational awareness and the assessing the complexity of the situation to deliver a good sizeup. **NOTE:** The player is unable to see the base of the fire and determine an exact size of the fire. The facilitator will need to describe the smoke column to give the player a feel for fire size.

The player should gather appropriate information based on the uncertainty of fire location and unknown fire behavior. The decision point begins when the facilitator hands the player his “piece” and the player decides how to enter the canyon and begin the sizeup.

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.

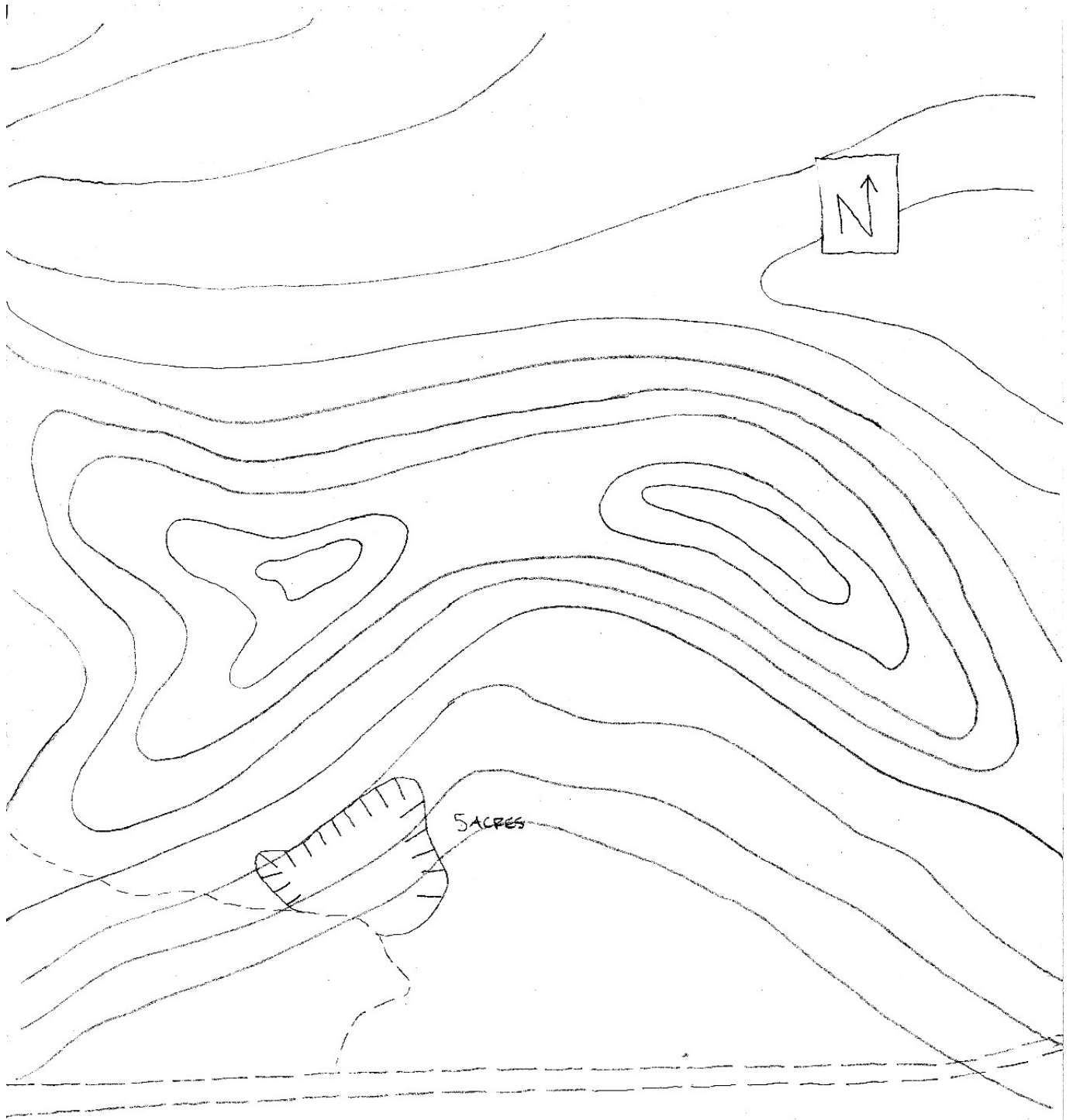
1. What was planned?
2. What actually happened?
3. Why did it happen?
4. What can we do next time?

Additional considerations:

In the TDGS the player's actual sizeup is less important than the ability to communicate and their focus on gathering the information for the sizeup while overcoming outside barriers. The AAR should focus on "why" the player made the choices they made in giving the sizeup. Once the why has been confirmed the discussion can move to the "how"?

- How did the "outside" barriers affect your size-up?
- How did you handle the missing information for the size-up?
- Why did you establish the ICP/location for arriving location?
- Did the incoming resource have a good "picture" of the fire prior to arrival?

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



TACTICAL
WATCHOUT # 7

- TTTTT FIRE PERIMETER
- COW TRAIL
- TWO-TRACE ROAD