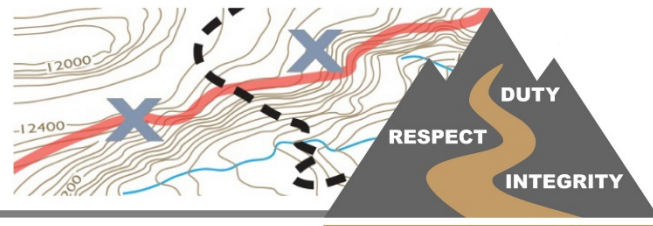


Tactical Decision Games



Wildland Fire Leadership Development Program

SPAN OF CONTROL/DIRK FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

Incident Commander Type 4

Training Objective

Given the following scenario, the player will decide if the situation falls within their span of control at the Incident Commander Type 4 level. This can be used as a drill to discuss Standard Firefighting Orders #8 and #9 and Watch Out Situations #5 and #6. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **1 Incident Commander Type 4 (Player Role)**
- 2 Type 3 Engines
- 1 Type 2 Handcrew
- 1 Helicopter
- Battalion Chief (IC Type 3 qualified)
- Dispatcher

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are the IC Type 4 (and Engine Captain on Engine 12) responding to a fire in Dirk Creek that has been reported at five acres. Other resources responding to your incident are as follows: 1 Type 4 Engine-23, 1 Type 2 Handcrew (Crew 3), and your local Battalion Chief. While enroute to the fire, dispatch passed on that the Duty Officer would like to get Helicopter 4 Kilo Alpha in the air and it is on its way. You have extensive knowledge of the area, and are aware of the small community of Sand View Villas in close proximity to your dispatch location. You expect the potential for an urban interface fire. You know that Dry Creek is in fact dry and that Dirk Creek does carry enough water for drafting.

You are on scene and estimate the fire is now 20 acres and making slow progress towards the subdivision. You cannot drive to the fire. It is one quarter of a mile away from the road.

- Weather observations on June 30th @ 1300 (on-scene):
- Temperature 85°
- RH 15%
- Wind 5-10 mph SW (Gusts to 15)
- Fuels Ponderosa Pine with light slash
- Elevation 3800
- Slope 30%

In 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:

- More resources arrive unannounced (interagency, county Fire Department)
- Communication to dispatch is broken and unreadable
- Helicopter 4 Kilo Alpha suggests more air support is needed
- Fire intensity increases in the direction of the subdivision

Facilitator's Notes

This TDGS should focus on the functions of IC Type 4 and span of control limitations. In this scenario the IC Type 4 is confronted with a moderately complex incident. The combination of the ground resources, an aerial resource, and a threatened subdivision put this fire outside of the IC Type 4 span of control. The roll player should be able identify this.

****IMPORTANT****

The roll player is the highest qualified resource on scene. They may want to take action on the fire. Let the scenario roll for a short time and add the bulleted Murphy's Laws. If so, the Battalion Chief (Facilitator) should arrive on scene and prompt the roll player to do a complexity analysis, or simply ask if they are comfortable managing an incident of this complexity.

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.

