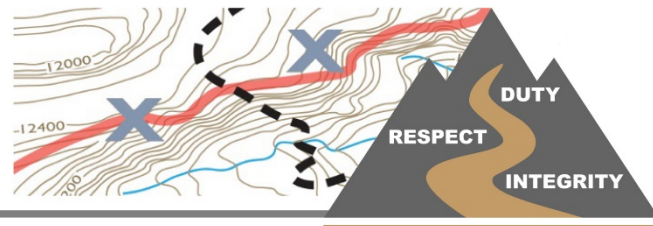


Tactical Decision Games



Wildland Fire Leadership Development Program

TARGET DESCRIPTION – BUCKET DROPS

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

Author(s)

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Target Audience

Helicopter crew personnel, pilots, and aviation personnel

Training Objective

Given the following scenario, the player(s) should establish radio communications with aircraft, describe target descriptions, and give positive or negative feedback to the pilot. Players should reference their IRPG.

Resources Referenced

- 1 – Type 1 Airtanker (T-22)
- 1 – Type 1 Helitanker (HT – 730)
- 2 – Type II Helicopters (H-526 and H-529)
- 1 – Crewmember/Supervisor directing drops (Helitack 526)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

It is 1300 and you are a helicopter crewmember. Your helicopter module has been dispatched to a new start in your initial attack area. Your supervisor has given you the assignment of directing aerial drops from the assigned aircraft on your incident. Resources dispatched to the incident are; 3 Type III Engines, 1 IHC crew, 1 Type II Dozer, 1 Water Tender, 2 Chief Officers, and 1 Patrol.

Weather Information:

- Temperature: 96 degrees
- RH: 14%
- Winds: 3-5 mph out of the west
- Clear skies with an approaching low pressure forecasted for 2200 that night.

As you recon the fire, you observe the following:

- Fire is eight acres with a slow to moderate rate of spread.
- Fire is burning on a 15% west aspect at 2440 elevation.
- Fire is burning in light to medium fuels.
- You spot a dip-site south of the fire with a 10-minute turnaround time.

Take 5 minutes to develop your course of action and prepare your briefing for ground folks and incoming resources

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:

- Aircraft radio goes out.
- Fire spots.
- Low pressure comes in earlier than expected.
- Tank on Type II helicopter develops a problem.
- Chip light comes on the helitanker.

Facilitator’s Notes

This scenario can be used as a different TDG and can be tailored for the following: Span of control, training for Air-Attack, and training for airtanker pilots.

The TDG should focus on the functions of the Helicopter Manager/Helicopter Crewmember to establish positive communications between crewmember and pilots. In this scenario the role player is presented with a fire situation that could be quickly contained. If action is not taken, the fire should slowly grow in size. As the fire grows, the role player will need to determine if other resources will need to be ordered and what type.

Start the scenario from the landing zone. The role player will need to make sound decision on the approach of aircraft, adequate frequencies, and clear instructions to pilots. As the facilitator, you will need to make sure the role player uses clear text and reference the blue sections in the IRPG. The role player will tactically deploy all air resources to targeted portions of the incident.

Again, if the role player does not engage the fire then the facilitator should increase the rate of spread and acreage of the fire to see if the role player takes any actions to fight the fire. If there is still no action taken, then the facilitator should lead the role player into taking action and coming up with a plan of attack.

The facilitator should utilize the Murphy’s Laws to create barriers as needed.

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.

