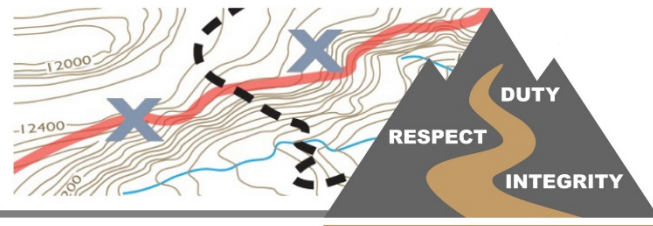


Tactical Decision Games



Wildland Fire Leadership Development Program

TRANSFER OF COMMAND – YUCCA VALLEY FIRE

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

ICT3

Training Objective

The primary objective of this scenario is for role players to practice the decision making process by recognizing that the complexity of an incident is beyond their abilities and then conduct a briefing with the new commander. Additional objectives for trainees include: develop situational awareness, develop a plan of action, and brief incoming resources.

Resources Referenced

- **Patrol 18 (Role Player)**
- Battalion 32 (ICT3 qualified)
- Type 3 Engine Strike Team, ST-3445C (All engine captains are Engine Boss-qualified. All engines are two-wheel drive.)
- Strike Team Leader (Strike Team Leader-qualified)
- ATGS (Air Attack 06)
- Type 2 Hand Crew- Scorpion 3 (Crew Boss-qualified)
- Type 1 Hand Crew (Yucca Hotshots, Crew Boss-qualified)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

August 5th

Conditions on site:

- Temperature: 97 degrees
- Relative humidity: 18%
- Fuel: Continuous juniper and grass
- Slope: 30%
- Wind: 6-8 N NW
- Table scale: ½ mile x 1 mile

You are an ICT4-qualified patrol (Patrol 18) for the Tonto National Forest. Your area is experiencing a significant lightning storm with very little precipitation. You are responding to a reported smoke in the area of the Yucca Valley subdivision.

It is now 1400. You are approximately three miles from the subdivision when you clearly see a large dark column. As you enter the subdivision, you see a well-established fire on the ridge above the subdivision. The fire is approximately 10 acres, flame lengths look to be 2 to 3 feet. The fire is burning actively downhill towards several outbuildings and structures. You notify dispatch of the situation and you provide dispatch with a fire sizeup. Dispatch acknowledges your report, notifies you that you will be the Yucca IC, and explains that the following resources are en route:

- Battalion 32
- Type 3 Engine Strike Team (ST-4456C) (all engine captains are Engine Boss-qualified. All engines are two-wheel drive)
- Strike Team Leader (Strike Team Leader-Qualified)
- ATGS (Air Attack 06)
- Type 2 Hand Crew (Scorpion 3, CRWB-qualified)
- Type 1 Hand Crew (Yucca Hotshots, CRWB-qualified)

The fire has grown to approximately 20 acres, it is now 1430 and the Type 3 engine strike team has just contacted you and said they are one mile out and are looking for a place to tie in with you. Now what?

You have three minutes to develop your plan of action and 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.

- Areas of the fire can only be accessed by 4x4 vehicle.
- A jump ship shows up with a load of jumpers. The ship wasn’t ordered.
- Strike team of engines delayed due to vehicle fire.
- Wind changes/increases threatening more structures.
- Structures catches on fire.
- Elderly disabled homeowner with oxygen tank needs to be evacuated.
- News media shows up on scene. They don’t have PPE and are driving into the fire area.
- Law enforcement shows up and asks for an assignment.
- Type 2 crews explains that they don’t have chainsaws and asks you to order some.

Facilitator’s Notes

This TDG is designed to be facilitated as a seminar-style exercise and targets on the ICT4, Initial Attack Incident Commander. This TDG focuses on the role player’s ability to recognize a situation is rapidly becoming complex and their ability to transfer command with a more qualified person. Once the facilitator briefing is complete, immediately have resources start arriving on scene. The key to successful facilitation of this scenario will be to push the action from the beginning; keeping the pressure on the player. This can also be done using the “Murphy’s Law” suggestions below to help guide the role player towards a decision. This TDGS is over once the role player takes action towards transferring command (i.e., ordering an ICT3 through dispatch, transferring command to Battalion 32). Do not allow the role player to transfer command to a resource who is not qualified.

After Action Review

Conduct an AAR with focus on the training objective, using 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.

Open Ended Questions:

Probe the players thought process using open ended questions to have the role player explain his/her rationale. Some open ended questions may include:

- What reference tools did you use?
- What did you see as the primary hazard(s)?
- What was your main concern with your plan?
- What were your priorities? How did you come to this conclusion?
- What is your next move?
- Describe what other options you considered.
- Discuss the advantages and disadvantages of your chosen tactic.
- Explain what your options would have been if X happened.

