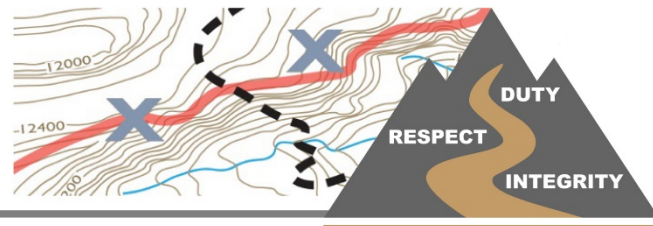


Tactical Decision Games



Wildland Fire Leadership Development Program

URBAN INTERFACE OPERATIONS/STRUCTURES THREATENED IA

INITIAL FACILITATOR INFORMATION—NOT TO BE SHARED WITH STUDENTS

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Target Audience

IC Type 4, Single Resource Boss

Training Objective

Given the following scenario, the players should decide on an offensive or defensive strategy. Players should verbally communicate their decisions to the appropriate individuals.

Resources Referenced

- **Single Resource Boss (Player Role)**
- 3 Type 3 Engines (3-1, 3-5, 3-7)
- 2 Type 6 Engines (6-1, 6-2)
- 1 Dozer (Dozer 5)
- 1 Hotshot Crew (Laguna IHC)
- 1 Water Tender (Tender 1)
- 1 Air Attack (Bravo 1)
- 1 Heavy Air Tanker (Tanker 00)

SCENARIO INFORMATION TO BE SHARED WITH STUDENTS

Facilitator Briefing to Student(s)

You are (select from target audience or resources) out of region on a severity detail in an unfamiliar area. The resources assigned to this area are all from out of the area and have never worked together before. The ordering unit has been experiencing new starts over the past few days.

It is 1130 and you have just been ordered for initial attack. Your (Selected Resource) is first on scene and you must assume the role of ICT4. En-route to the fire you observe weather conditions to be 85 degrees, RH 18%, Winds 5 out of the West with gusts to 10. It is now 1200 and you have just arrived on scene to find a 2-3 acre fire actively burning in heavy fuels (sage, cheat grass, and juniper) mid-slope with a subdivision of approximately 25 homes just above the fire.

Take 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:

- Power lines are down between resources.
- Propane tank is receiving direct flame impingement.
- Ember spots into interior structure and roof is involved.
- Water system failure, hydrants have no pressure.
- Panicked public blocking traffic or refuses to evacuate.
- Hazardous materials involved.
- Priority fires.
- Vehicle accident involving private vehicle and an engine.
- Wind shifts and/or increases.

Facilitator's Notes

This TDGS should focus on the IC Type 4 / Single Resource Boss level of decision making and communication. In the scenario, the player has been presented with moderate fire conditions, multiple new starts in the area and a direct threat to 20-30 homes. There is further pressure as the decision maker is being guided to assume the role of IC and he/she is not familiar with the local area. The IC must provide a size up and decide between an offensive strategy, a defensive strategy, or some combination thereof before assigning resources.

The scenario implies pressure for a defensive strategy with structure protection as the number one priority. If the IC follows the implied direction, they will decide to use a defensive strategy and deploy resources accordingly. However, there is no explicit direction that a defensive strategy be assumed; the location of the fire in relation to the homes should provoke immediate concern for the structures.

After Action Review

Conduct your AAR at the sand table. The AAR should focus on the thought process, the ideas, and what was communicated in the decision. The AAR should generate discussion on alternatives and opinions. Try to capture how different individuals may have come up with differing resources, checklists, and solutions.

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.



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