

TACTICAL DECISION GAMES

TDG #1 Solution Worksheet

Fire Floor Considerations:

1. Center Core construction – potential for fire to come back around behind you.
2. Heavy black smoke developing quickly – strong potential for flashover.
3. Only one more floor above you – vertical extension potential is limited.
4. What is the use and configuration of the interior of Floor 16?

Fire Floor Company Actions:

Captain: assume “Division 16”, direct (2) veteran FFs to deploy one line the most likely direction of fire (get info from I.C. on which side the fire is showing from), hold Captain & rookie in stairwell with 2nd/back-up line to cover escape route of Fire Attack Team.

(2) FFs on line will remain “E-37” on radio. CI and rookie check Floor 17. CI radios conditions, actions, needs for each floor to I.C. Keep a close eye on Fire Attack Team (E-37) and their escape route – be very alert to fire running around the Center Core and coming in behind the F/A Team. Tell I.C. you need lots of PPV in Stairwell # 1 and the other stairwells. Tell rookie to: stay with you – you are there to back-up F/A if they get into trouble. Make sure radio is on Tac, conserve your air, check flashlight, check nozzle pattern on back-up line, stay with the nozzle, be ready.

Rookie: follows captain’s directions 100%. Stays with captain at all times.

(2) veteran FFs / a.k.a. Fire Attack/E-37: press attack methodically (left wall or right wall, stay low, stay together, stay with the nozzle/hoseline, watch for fire behind you, monitor air supply, keep Division 16 advised of smoke and heat conditions, your progress or lack thereof, and any needs.

Captain should tell I.C. he needs at least (4) more companies on Floor 16 and at least (3) companies on the floor above as “Division 17”. A few minutes into the operation, Division 16 should verify with the I.C./Operations that Staging has been established and where (Floor 14?).

About every 5 minutes, Division 16 should give a “report on conditions” to the I.C./Operations Chief.

Thanks to the LAFD In-Service TRNG Staff for allowing outside members to play the Tactical Decision Game!

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