



TACTICAL DECISION GAMES

Use Training Code 08AS for Network Staffing Entries

A	
B	
C	

Role-playing Ideas

- Have one member “role play” the position of Captain in order to provide a solution.
- You can also divide members into groups in order to develop solutions.
- Solutions should be submitted via email to tdg@lafdtraining.org
- Solutions from the field can be viewed online at www.LAFDtraining.org.

PANELIZED COMMERCIAL



L
A
F
D



You are the Captain II assigned to FS 74. It is approximately 1400 hours when Task Force 74, Rescue 74, Engine 24, Rescue 824, Engine 77, Task Force 89, EMS 12 and Battalion 12 are dispatched to a reported structure fire in 74's first in. While en-route you observe a large “loom-up” in the vicinity of the incident. TF 74 is the first arriving resource onscene. Once onscene you observe that the occupancy is a one-story concrete tilt-up warehouse. It is approximately 300' x 200'. The building is involved with fire and it has vented through

the roof in the rear of the occupancy. You have the opportunity to observe three sides of the building and there are no exposures. The building has an excellent fire, life, safety program and a responsible person provides accountability for all employees. This person states that she is the business owner. She also states that the building offices are located just inside the main entrance. TF 74 has stopped just outside this main entrance in a very large parking lot. The hydrant system is good here with many hydrants in the parking lot.

E74 assumes Fire Attack duties and enters thru the main entrance. The Captain from E74 reports that there is a large volume of fire approximately 150' towards the rear of the occupancy. He also states that the offices are in good shape, visibility is good inside and that the fire is adequately vented through the roof.

Captain Guidelines

- Describe Light Force Operations
- Describe “Risk vs. Gain” ventilation operations
- Describe methods used to support E74
- Place first alarm assignment
- Order additional resources