

## **APPENDIX B**

### **SIMULATION PACKAGE**

Coeur d' Alene Simulation Briefing and Script

Coeur d' Alene Simulation Input Sequence Part 1

Coeur d' Alene Simulation Input Sequence Part 2

## **Resources:**

Resource	Staffing	Zone	Frequency	Location
E-6411	AJ Herrera	North	Green	STA7
E-611	Rebecca Taylor	North	Green	STA21
Mod 11	Shane Dunn	North	Green	STA11
Patrol 11	Gary Davis	North	Green	STA8
LE 614		North	Green	STA7
Hughes Ridge Lookout		North	Green	Lookout (WildCAD Layer)
Indian Mountain Lookout		North	Green	Lookout (WildCAD Layer)
Lookout Mountain Lookout		North	Green	Lookout (WildCAD Layer)
Sundance Lookout		North	Green	Lookout (WildCAD Layer)
North Zone FMO	Clyde Johnson	North	Green	STA8
E-6421	Hal Phillips	East	Red	STA31
E-622	Logan Wolf	East	Red	STA1
Mod 21	Joe Cruz	East	Red	STA1
Patrol 21	Keith Lee	East	Red	STA22
LE 624		East	Red	STA22
East Zone FMO	Tim McGraw	East	Red	STA3
IHC Helena (MT-MDC)		East	Red	STA3
Sandpoint Regulars Crew		East	Red	STA23
Sam Owen Camp Ground		East	Red	
Recon 19K		East	Multiple	Coeur d' Alene Airport
Timber Crew	Magee + 5	East	Red	STA22
Dozer 321		East	Red	STA3
E-6431	Fran Rowe	South	Blue	STA2
E-631	Trace Lopez	South	Blue	STA2
Mod 31	Mike Hunt	South	Blue	STA55
Patrol 31	Wendy Wagner	South	Blue	STA55
LE 634		South	Blue	STA4
FMO Sara Evans		South	Blue	STA4
Middle Sister Lookout		South	Blue	Lookout (WildCAD Layer)

## Inputs

Input #	Time	Method	Role	Action	Completed
1	+1	Radio (Green)	IA 1	I/S – Engine 6411	
2	+1	Radio (Red)	IA 2	I/S – Engine 6421	
3	+1	Radio (Blue)	IA 3	I/S – Engine 6431	
4	+3	Radio (Green)	IA 1	I/S – Engine 611	
5	+3	Radio (Red)	IA 2	I/S – Engine 621	
6	+3	Radio (Blue)	IA 3	I/S – Engine 631	
7	+5	Radio (Green)	IA 1	I/S – Mod 11	
8	+5	Radio (Red)	IA 2	I/S – Mod 21	
9	+5	Radio (Blue)	IA 3	I/S – Mod 31	
10	+6	Radio (Red)	IA 2	Recon Flight: Recon 19Kilo off Coeur d'Alene	
11	+7	Radio (Green)	IA 1	I/S – Hughes Ridge Lookout	
12	+8	Radio (Green)	IA 1	I/S – Indian Mountain Lookout	
13	+9	Radio (Green)	IA 1	I/S – Lookout Mountain Lookout	
14	+9	Radio (Blue)	IA 3	I/S – Middle Sister Lookout	
15	+10	Phone	Floor Coordinator	FMO Johnson – Sundance lookout update	
16	+11	Radio (Red)	IA 2	Recon Frequency Change	
17	+11	Radio (Green)	IA 1	Recon Check – in	
18	+13	Radio (Green)	IA 1	I/S – Patrol 11 – Patrolling Priest Lake	
19	+13	Radio (Red)	IA 2	I/S – Patrol 21 – Patrolling Hayden Lake	
20	+13	Radio (Blue)	IA 3	I/S – Patrol 31 – Patrolling Chatcolet Lake	
21	+14	Radio (Green)	IA 1	I/S – LE614 – Patrolling	
22	+14	Radio (Red)	IA 2	I/S – LE 624 – Patrolling	
23	+14	Radio (Blue)	IA 3	I/S – LE 634 – Patrolling	
24	+15	Radio (ALL)	ALL Zones	Morning Weather Reading	
25	+23	Radio (Green)	IA 1	Engine 6411 enroute Granite Creek for Project Work	
26	+24	Radio (Red)	IA 2	I/S – Timber Crew Magee + 5	
27	+25	Radio (Green)	IA 1	FMO Johnson request Spot Weather	
28	+24	Radio (Blue)	IA 3	LE 634 Making Public Contact Calder Helibase	
29	+28	Radio (Green)	IA 1	Recon location update	
30	+30	Phone	Floor Coordinator	Campground Samowen host requests assistance	
31	+33	Radio (Red)	IA 2	Smoke Report from private citizen	
32	+34	Radio (Green)	IA 1	Hughes Ridge Lookout smoke report	
33	+38	Radio (Green)	IA 1	Indian Mountain Lookout smoke report	

34	+38	Radio (Blue)	IA 3	Middle Sister Lookout Smoke Report	
<b>15 MINUTE BREAK / SWITCH HOT SEAT / BRIEFING</b>					
32	+1	Radio (Green)	IA 1	Recon 19K Update location to Priest Lake	
33	+2	Phone	Floor Coordinator	Missoula Flight Service Station – Ms. Wingey. Smoke report related to Goblin Knob.	
34	+5	Radio (Green)	IA 1	Recon 19K Smoke report – Priest Lake	
35	+8	Radio (Green)	IA 1	Recon 19K Smoke report – Goblin Knob	
36	+9	Phone	Floor Coordinator	Concerned Citizen – Annie Lenox	
37	+12	Radio (Green)	IA 1	Recon on North Zone Complete	
38	+13	Radio (Red)	IA 2	Recon on East Zone starting	
39	+15	Phone	Floor Coordinator	DO Johnson – Recon Update and Location	
40	+20	Radio (Red)	IA 2	Recon 19K Smoke report – Burnt Creek	
41	+21	Radio (Green)	IA 1	E-6411 on scene (Priest Lake)	
42	+23	Radio (Green)	IA 1	Mod 11 on scene (Priest Lake)	
43	+23	Radio (Blue)	IA 3	LE 634 – Calder Helibase public contact	
44	+24	Radio (Red)	IA 2	LE 624 enroute to Samowen Campground	
45	+24	Radio (Red)	IA 2	Recon Complete on East Zone	
46	+24	Radio (Blue)	IA 3	Recon starting on South Zone	
47	+26	Radio (Blue)	IA 3	Recon 19K smoke report – Benchmark	
48	+26	Radio (Blue)	IA 3	Radio chatter – Krik and Pichard	
49	+27	Phone	Floor Coordinator	Red Flag Warning Email	
50	+29	Radio (Green)	IA 1	LE 614 public contact at Green Bay campground	
51	+30	Phone	Floor Coordinator	News – Calling	
52	+31	Radio (Red)	IA 2	E-621 on scene – Burnt Cabin	
53	+33	Radio (Red)	IA 2	Timber Crew – car accident Johnson Creek	
54	+34	Radio (Blue)	IA 3	E-631 on scene – Benchmark	
55	+34	Radio (Green)	IA 1	E-611 on scene – Goblin Knob	
56	+40	Radio (Red)	IA 2	Patrol 21 enroute Johnson Creek car accident	
57	+40	Radio (Blue)	IA 3	E-6431 on scene – Benchmark	
58	+43	Radio (Red)	IA 2	E-621 Size- up – Burnt Cabin	

59	+43	Radio (Blue)	IA 3	E-631 Size-up – Benchmark	
60	+43	Radio (Green)	IA 1	E-611 Size-up – Goblin Knob	
61	+48	Radio (Green)	IA 1	E-6411 Size-up – Priest Lake	
62	+48	Radio (Red)	IA 2	Benchmark Fire update	
63	+51	Radio (Red)	IA 2	Dozer 321 enroute	
64	+52	Radio (Red)	IA 2	Helena Hotshots enroute Goblin Knob	
65	+53	Radio (Green)	IA1	Priest Lake IC – Fire Update	

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: + 1

INPUT NUMBER: 1

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 6411

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6411 on Green.”
- Radio: “Engine 6411, ICT 5 Herrera +2 in Service at Station 7”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Engine has gone in service at home station.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Engine in WildCAD to in service. Should not need to change location due to Engine going to service at home station.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +1

INPUT NUMBER: 2

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Engine 6421

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6421 on Red.”
- Radio: “Engine 6421, ICT 4 Phillips +2 in Service at Station 31”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Engine has gone in service at home station.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Engine in WildCAD to in service. Should not need to change location due to Engine going to service at home station.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +1

INPUT NUMBER: 3

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Engine 6431

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6431 on Blue”
- Radio: “Engine 6431, ICT5 Rowe + 2 in Service at Station 2”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Engine has gone in service at home station.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Engine in WildCAD to in service. Should not need to change location due to Engine going to service at home station.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +3

INPUT NUMBER: 4

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 611

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 611 on Green.”
- Radio: Engine 611, ICT4 Taylor +2 in Service at Station 21”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Engine has gone in service at home station.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Engine in WildCAD to in service. Should not need to change location due to Engine going to service at home station.
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## NOTES:

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# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +3

INPUT NUMBER: 5

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Engine 621

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 621 on Red”
- Radio: “Engine 621, ICT5 Wolf +2 in Service at Station 1”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Engine has gone in service at home station.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Engine in WildCAD to in service. Should not need to change location due to Engine going to service at home station.
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## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +3

INPUT NUMBER: 6

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Engine 631

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 631 on Blue” (Await Confirmation)
- Radio: “Engine 631, ICT4 Lopez +2 in Service at Station 2”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Engine has gone in service at home station.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Engine in WildCAD to in service. Should not need to change location due to Engine going to service at home station.

## NOTES:

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# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +5

INPUT NUMBER: 7

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Module 11

DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Mod 11 on Green”
- Radio: “Mod 11, Dunn + 5 in service at Station 11”

SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Mod has gone in service at home station.

EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Module in WildCAD to in service. Should not need to change location due to Module going into service at home station.

NOTES:

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# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +5

INPUT NUMBER: 8

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Module 21

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Mod 21 on Red”
- Radio: “Mod 21, Cruz +5 in service at Station 1”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Mod has gone in service at home station

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Module in WildCAD to in service. Should not need to change location due to Module going into service at home station.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +5

INPUT NUMBER: 9

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Module 31

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Mod 31 on Blue” (Await Confirmation)
- Radio: “Mod 31, Hunt +5 in service at Station 55”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Mod has gone in service at home station

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change status of Module in WildCAD to in service. Should not need to change location due to Module going into service at home station.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +6

INPUT NUMBER: 10

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Red.” (Await Confirmation)
- Radio: “Recon 19Kilo is off Coeur d’ Alene Airport and starting patrol in the Sandpoint area. Two on board, four plus zero hours of fuel, heading north.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- What are the names of the two on board? Pilot is Jones; observer is S. Bear.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should begin a flight following timer in WildCAD and log in daily log.
- Student should notify floor coordinator and addition dispatchers the recon has started.

## NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +7

INPUT NUMBER: 11

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Hughes Ridge Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Hughes Ridge Lookout on Green.” (await confirmation)
- Radio: “Hughes Ridge Lookout in service with morning update when you are ready to copy.” (await confirmation)
- Radio: “Morning Update. Some cumulus clouds are building from the west. Saw some lightning last night but no new smokes.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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## EXPECTED ACTIONS OF DISPATCHER:

- Student should put the lookout in service in WildCAD and document the morning update.

## NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +8

INPUT NUMBER: 12

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Indian Mountain Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Indian Mountain Lookout on Green.” (await confirmation)
- Radio: “Indian Mountain Lookout in service with morning update when you are ready to copy.”
- Radio: “Morning check-in. It’s a beautiful day, some cumulus clouds to the south.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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## EXPECTED ACTIONS OF DISPATCHER:

- Students should status lookout in service in WildCAD and document morning update in daily log.

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## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +9

INPUT NUMBER: 13

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Lookout Mountain Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Lookout Mountain Lookout on Green.” (await confirmation)
- Radio: “Lookout Mountain Lookout in service with morning update when you are ready to copy.”
- Radio: “Morning check-in. It’s a beautiful day, visibility is endless. No rain in the last 24-hrs. Winds are variable at 5 to 10 mph from the SSW.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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## EXPECTED ACTIONS OF DISPATCHER:

- Students should status lookout in service in WildCAD and document morning update in daily log.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +9

INPUT NUMBER: 14

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Middle Sister Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Middle Sister Lookout on Blue.” (await confirmation)
- Radio: “Middle Sister Lookout in service with morning update when you are ready to copy.”
- Radio: “Morning check-in. No rain in the last 24-hrs. Winds are variable at 5 to 10 mph.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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## EXPECTED ACTIONS OF DISPATCHER:

- Students should status lookout in service in WildCAD and document morning update in daily log.

## NOTES:

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# D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +10

INPUT NUMBER: 15

DELIVER TO: Floor Coordinator

HOW: Phone

YOU ARE SIMULATING (Name and Role): FMO Johnson

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: "Good Morning, Can I speak with the Floor Coordinator?"
- Phone: "What is the status of the Sundance Mountain Lookout?"

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Do **NOT** answer radio calls for Sundance Mountain Lookout. The lookout is on his day off and not in service.

## EXPECTED ACTIONS OF DISPATCHER:

- Based on SOPs, student should tell FMO Johnson Sundance Mountain lookout is on day off.
- If students do not realize the lookout is on day off ensure they try to contact lookout via radio.

## NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +11

INPUT NUMBER: 16

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Red” (Await Confirmation)
- Radio: “Recon 19Kilo is starting the recon on the North Zone and will be changing over to North Zone on Green Frequency. I will close out flight following with you and pick it up on Green.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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## EXPECTED ACTIONS OF DISPATCHER:

- Student should log Recon update in flight following log to reset the timer.
- Student should communicate with North Zone dispatcher that the Recon will be moving over to Green Frequency.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +12

INPUT NUMBER: 17

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Green” (Await Confirmation)
- Radio: “Recon 19Kilo, Starting recon of the North Zone. Picking up communication on Green with you.”

SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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EXPECTED ACTIONS OF DISPATCHER:

- Student should log in the flight following log update.
- Student should tell the East Zone IA dispatcher that the Recon will be moving over to their zone, and they have the flight following timer.

NOTES:

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# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +13

INPUT NUMBER: 18

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Patrol 11 – Gary Davis

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Patrol 11 on Green.” (Await Confirmation)
- Radio: Patrol 11 Davis is in service and will be patrolling Priest Lake.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Priest Lake: 48 38.28 x 116 52.54; Township 61N Range 4W Section 17 Boise Meridian

## EXPECTED ACTIONS OF DISPATCHER:

- Student should place Patrol 11 in service with a location of Priest Lake. This location is different than the home location. Home Location Patrol 11 – STA8

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +13

INPUT NUMBER: 19

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Patrol 21 – Keith Lee

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Patrol 21 on Red.” (await confirmation)
- Radio: Patrol 21 Lee is in service and will be patrolling Hayden Lake.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Hayden Lake: Latitude 47 47.52 x Longitude 116 41.3; Township 51N Range 3W Section 3 – Boise Meridian

## EXPECTED ACTIONS OF DISPATCHER:

- Student should place Patrol 21 in service with a location of Hayden Lake. This location is different than the home location. Home location STA22

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +13

INPUT NUMBER: 20

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Patrol 31 - Wagner

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Patrol 31 on Blue.” (Await Confirmation)
- Radio: Patrol 31 is in service and will be patrolling Chatcolet (CHAT-koe-let) Lake.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Chatcolet Lake: Latitude: 47 21.62 x Longitude 116 46.57; Township 46N Range 4W Section 1 - Boise Meridian

## EXPECTED ACTIONS OF DISPATCHER:

- Student should place Patrol 31 in service with a location of Chatcolet Lake. This location is different than the home location. Home location STA55
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## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +14

INPUT NUMBER: 21

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Law Enforcement 614

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 614 on Green.” (await confirmation)
- Radio: LE 614 is in service and will be patrolling Bonners Ferry Area.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Bonners Ferry Area: Latitude 48 42.0 x Longitude 116 19.34; Township 62N Range 1E Section 27 - Boise Meridian

## EXPECTED ACTIONS OF DISPATCHER:

- Student should place LE 614 in service with a location of Bonners Ferry. This location is different than the home location.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +14

INPUT NUMBER: 22

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Law Enforcement 624

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 624 on Red.” (await confirmation)
- Radio: LE 624 is in service and will be patrolling Spirit Lake area and then moving toward Twin Lakes.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Spirit Lake: Latitude 47 57.77 x Longitude 116 51.74; Township 53N Range 4W Section 5.
- Location of Twin Lakes Latitude 47 53.18 x Longitude 116 52.47; Township 52N Range 4W Section 6.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should place LE 624 in service with a location of Spirit Lake. This location is different than the home location.

## NOTES:

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# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +14

INPUT NUMBER: 23

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Law Enforcement 634

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 634 on Blue.” (await confirmation)
- Radio: LE 634 is in service and will be enroute to Huckleberry Campground.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Huckleberry Campground: Latitude 47 16.11 x Longitude 116 5.28  
Township 45N 3E Section 4 - Boise Meridian

## EXPECTED ACTIONS OF DISPATCHER:

- Student should place LE 634 in service with a location of Huckleberry Campground.  
This location is different than the home location.

## NOTES:

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# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +15

INPUT NUMBER: 24

DELIVER TO: Coeur d' Alene Dispatch – Floor Coordinator

HOW: Radio – Green / Red / Blue Frequency

YOU ARE SIMULATING (Name and Role): Morning Weather

DESCRIPTION OF SITUATION TO BE SIMULATED:

- Deliver Morning Weather to floor coordinator.

SPECIAL INSTRUCTIONS TO ROLE PLAYER:

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EXPECTED ACTIONS OF DISPATCHER:

- Floor coordinator should give each zone a copy of the morning weather to read.
- Students should read morning weather over the radio.

NOTES:

- Morning Weather Hand Out – Page 30

MISSOULA FIRE WEATHER OFFICE  
MORNING LAND MANAGEMENT FORECAST  
900 AM MDT MON AUG 18.....

DISCUSSION....

Hot and unsettled weather will continue through the weekend. Expect a squall line to pass through western Montana this morning but no significant moisture is expected. After frontal passage skies will clear and weather will continue to be hot. It does not look like a high chance of convective activity with this squall line.

ZONES: ALL

TODAY...

Weather...hot, buildups starting at 09:00, some localized showers mainly in the mountains.  
maximum temps...75-85.

20-foot winds...southeast to southwest 10-15 mph with higher gusts at times.

free air winds...southwest 10-20 mph.

TONIGHT...

Weather...warm and dry. Showers will have cleared out of mountain areas.  
minimum temps...40-50.

20-foot winds...north westerly 0-5 mph.

Free air winds...becoming north westerly 5-10 mph

TUESDAY...

Weather...clearing, warmer and drier.  
maximum temps...80-90.

20-foot winds...northwest to northeast 10-20 mph.

free air winds..northeast to north 10-20 mph.

3-5 DAY OUTLOOK...Wednesday through Saturday...

Wednesday: weather dry. Highs 80s and 90s. Lows 40s and 50s.

Thursday through Saturday: warmer with a chance of afternoon showers or thunderstorms over the mountains. Highs 80-90. Lows 40-50.

6-10 DAY OUTLOOK...

Temperatures....above normal.

Precipitation...near normal.

Average values for this period (for valley sites): temperatures....Highs 70-80. Lows 40-50.

precipitation...0.02 to 0.05 inches

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +23

INPUT NUMBER: 25

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 6411

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6411 on Green.” (await confirmation)
- Radio: “Engine 6411 is enroute to Granite Creek for the day doing project work. We will have our handhelds with us and be available for IA.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Granite Creek Location: Latitude 48° 46’ x Longitude 117° 04’; Township 38N Range 45E Section 24 or right before where the road splits. This is about 7 miles west of Upper Priest Lake and in Washington State.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change the location of Engine 6411 to Granite Creek in WildCAD and log the radio traffic.

## NOTES:

-

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +24

INPUT NUMBER: 26

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Timber Crew Magee + 5

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Timber Crew Magee on Red.” (Await Confirmation)
- Radio: “Timber Crew – Magee +5 will be in Johnson Creek today.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Johnson Creek Location: Latitude 48° 07’ x Longitude 116° 15’; Township 55N Range 2E Section 18

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change location of Timber Crew in WildCAD and log the conversation.

## NOTES:

-

# D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +24

INPUT NUMBER: 27

DELIVER TO: Coeur d'Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): FMO Johnson

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, FMO Johnson” (Await Confirmation)
- Radio: “I would like to request a spot forecast for today when you are ready to copy.” (Await Confirmation)
- “I am located at Pack River, T60N R2W Sec 27 and have the following observations:
  - Elevation – 4300’
  - Aspect – NE
  - Fuel Type – Spruce/Fir
  - Dry Bulb – 89°
  - Wet Bulb – 42°
  - Rh – 23%
  - % Cloud Cover – 10%
  - Winds – 2-5 mph SW gusts to 10 mph”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Send it to the Spokane National Weather Service.
- If asked for more location information, Pack River is about 17 miles north of the town of Sandpoint or 48° 31’ x 116° 35’.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should complete spot forecast request.
- Student should fill out spot weather and send it to the Spokane National Weather Service.

## NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +25

INPUT NUMBER: 28

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Law Enforcement 634

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 634 on Blue.” (await confirmation)
- Radio: “I am going to be making contact with a group of motorcycle riders at Calder Helibase. Please start a timer for 10 minutes. Will check back in when contact is complete.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Location of Calder Helibase: Latitude 47° 16.5 x Longitude 116° 11.01 or Township 45N Range 2E Section 3 - Boise Meridian
- If you receive a callback after 10 minutes, inform that you’re OK and have left the campground, continuing patrol.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change LE location in WildCAD and log radio traffic.
- Student should start 10-minute timer and call officer back – documenting call-in log.

## NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +28

INPUT NUMBER: 29

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, this is Recon 19Kilo on Green.” (Await Confirmation)
- Radio: “Updated location of Priest Lake, heading north.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Priest Lake Location: Latitude 48 29.44 x Longitude 116 54.12; Township 59N Range 4W Section 6 – Boise Meridian

## EXPECTED ACTIONS OF DISPATCHER:

- Student should update flight following log, location of Recon 19Kilo and reset flight following timer.
- Student should talk with floor coordinator or IA 2 dispatcher to let them know they have positive communication with Recon and will be taking over flight following.

## NOTES:

# D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +30

INPUT NUMBER: 30

DELIVER TO: Floor Coordinator

HOW: Phone

YOU ARE SIMULATING (Name and Role): Campground Host at Samowen

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: "This is George Smiley, the campground host here at Samowen Campground. There is a moose up here rummaging through people's tents. It's really making a mess of the camp. Can we get someone up here to help? I've got to go help some campers."

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Samowen Campground is in East Zone (Initial Attack Dispatcher 2 / Radio Red)
- Do you have a radio? Yes, I can hear Red.
- Where is the Samowen Campground? On the east side of Lake Pend Oreille, just south of the town of Hope (T56N R1E Sec 11 or 48° 13' x 116° 18').
- Idaho Fish & Game – If called, respond that you will send an officer immediately.
- LE 624 – If any LEOs are called, reply that you will respond to the campground immediately. LEO 624 zone is the East Zone where Samowen Campground is located. Send LE 624 if called.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should call Idaho Fish & Game and FS LEO for assistance.
- Student should relay to George that LEO and Fish & Game are on the way.

## NOTES:

# D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +33

INPUT NUMBER: 31

DELIVER TO: Floor Coordinator

HOW: Phone

YOU ARE SIMULATING (Name and Role): Concerned Citizen – Kalli Mari

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: “Hi my name is Kalli Mari. I see a large smoke out in the distance, and I am nervous.” I am at Hayden Lake looking East toward Spades Mountain.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Students can you search in map under place name or enter address.
- Can you describe the smoke? Large gray plume of smoke; can't see the base but must be 100 acres; like I said it is toward Spade Mountain in the forest.
- If Duty Officer McGraw is called advise the dispatcher to send E-6421, E-621 and Mod 21.
- Duty officer should also advise best access: From Hayden Lake take East Hayden Lake Rd. to FS 437 Then where the FS437 and FS 206 meet make a right heading South on Best Access Burnt Cabin Road 206
- 

## EXPECTED ACTIONS OF DISPATCHER:

- Floor Coordinator should map in WildCAD and notice it is needs to be handed off to IA 2 (Red)
- Floor Coordinator should take information from Kalli and complete smoke report form.
- Student should plot smoke report and start incident.
- Students should call the Duty Officer and inform of new smoke report.
- Student should commit all 3 resources to WildCAD incident and tone out smoke report.
- Student should send out a commit message

## NOTES:

- This will be Burnt Cabin Incident. 51N 2W section 4; 47 47.61 x 116 35.7

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +34

INPUT NUMBER: 32

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Hughes Ridge Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Hughes Ridge Lookout on Green.” (await confirmation)
- Radio: “I have a smoke report when you’re ready to copy.” (await confirmation)
- Radio: “The smoke is on a bearing of 134 by 5 miles from Hughes Ridge Lookout; my estimate is 63N 5W Sec. 12. It is white smoke drifting to east puffing up occasionally.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- FMO Clyde Johnson – Send E-6411 and Mod 11.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should plot both smokes in WildCAD and determine jurisdiction.
- Student should call duty officer (Clyde Johnson) for response.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +40

INPUT NUMBER: 33

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Indian Mountain Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Indian Mountain Lookout on Green.” (await confirmation)
- Radio: “I’ve sighted a smoke. Azimuth is 87 degrees for about 11 miles. Lots of smoke. It’s about ¼ acre, gray smoke, heavy fuel on the upper part of the slope. High potential for spread. Looks like the Goblin Knob area.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- FMO Clyde Johnson – Send E-611
- Is Goblin Knob Incident.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should plot the smoke in WildCAD and determine jurisdiction.
- Student should call FMO Clyde Johnson for resources to respond.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +40

INPUT NUMBER: 34

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Middle Sister Lookout

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Middle Sister Lookout on Blue.” (await confirmation)
- Radio: “I’ve sighted a smoke. Azimuth of 334 degrees for about 11 miles. Small gray smoke, maybe a ¼ acre, heavy fuel and possibly high potential for spread over in the area of Storm Mountain.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Duty Officer FMO Evans when called should send E-6431, E-631 and Mod 31. Will request the recon to take a look when they head down toward the area.
- Best Access Heading East on Saint Joe River Rd., make a left onto the NF-1934rd. (Dunn Peak Rd.) STA 2 is the closest station to respond to this.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should plot the smoke in WildCAD and determine jurisdiction.
- The smoke is in our area and student should call the duty officer to determine what resources to send.

## NOTES:

- Will become the Benchmark 46N 5E Section 28 – Boise Meridian. 47 18.44 x 115 49.48

**END OF PART 1**  
**15 MINTUE BREAK**

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +1

INPUT NUMBER: 32

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Green” (Await Confirmation)
- Radio: “Recon 19Kilo Updated Location Priest Lake”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Priest Lake Location: T60N R5W Section 1 – Latitude/ Longitude: 48 35.68 x 116 55.13

## EXPECTED ACTIONS OF DISPATCHER:

- Student should update flight following log and reset timer.

## NOTES:

-

# D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +2

INPUT NUMBER: 33

DELIVER TO: Floor Coordinator

HOW: Phone

YOU ARE SIMULATING (Name and Role): Ms. Wingey – Missoula Flight Service Station

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: “Hi, this is Ms. Wingey with Missoula Flight Service Station. A private pilot en route from Porthill to Newport reported a smoke at Latitude 48° 40' Longitude 116°45'. It is a small smoke not doing much right now.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- This smoke is near Goblin Knob. T61N R3W Sec 5.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should document in log, plot smoke location and determine it has already been reported (Goblin Knob).
- Student should have incident layer on to see that they are in the same location.
- Student should notify North Dispatcher that they had an additional smoke report and it matches Goblin Knob.

## NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +5

INPUT NUMBER: 34

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Green” (Await Confirmation)
- Radio: “Recon 19Kilo, I have a smoke report when you are ready to copy.” (Await Confirmation)
- Radio: “It is in the area of Priest Lake, 48 49.50 x 116 55.60; Estimated 3 acres, 1-2ft. flame length, heavy timber, mid slope.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should plot smoke report and determine it is the same as Priest Lake
- Should update Floor Coordinator and Duty Officer with smoke report information.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +8

INPUT NUMBER: 35

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Green” (Await Confirmation)
- Radio: “Recon 19Kilo, I have an additional smoke report when you are ready to copy.” (Await Confirmation)
- Radio: “Goblin Knob area, 48 40.00 x 116 45.00, 1 acre in active timber, 2-4 ft flame length, moderate spread potential.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should plot smoke report and determine it is a new incident (Goblin Knob)
- Should update Floor Coordinator and Duty Officer with smoke report information.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +9

INPUT NUMBER: 36

DELIVER TO: Floor Coordinator

HOW: Phone

YOU ARE SIMULATING (Name and Role): Annie Lenox – Concerned Citizen

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: “This is Annie Lenox, and I live out in Huckleberry Bay. Looking toward the southeast, I see smoke. It looks like a lot of smoke, and I am very concerned about it. I think it is East of Priest Lake”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- What is your callback number? The number I called in on.
- Can you describe the smoke? Gray smoke and it is getting bigger.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should complete smoke report form.
- Student should plot the report and determine it is a duplicate report in Goblin Knob area. Document interaction in the Goblin Knob incident.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +12

INPUT NUMBER: 37

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Green” (Await Confirmation)
- Radio: “Recon 19Kilo has finished recon of the North Zone and will be headed to the East Zone. I will close out flight following with you and pick it up on Red.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log Recon update in flight following log to reset the timer.
- Student should communicate with East Zone dispatcher that the Recon will be moving over to East Zone.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +13

INPUT NUMBER: 38

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Red” (Await Confirmation)
- Radio: “19Kilo just establishing communications with you. Will be starting our recon of the East Zone.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should pick up flight following log from North Zone dispatcher, log the communication, and continue flight following.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +15

INPUT NUMBER: 39

DELIVER Coeur d' Alene Dispatch – IA 1  
TO:

HOW: Phone

YOU ARE SIMULATING (Name and Role): FMO Johnson

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: “Hello, I heard the recon is up, but I have been running around and haven’t been able to catch where it is? Can I get the status of Recon 19Kilo?”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- \*\*\* NOTE: Recon 19Kilo should not answer until the third attempt to reach them. On the third attempt, answer on Red frequency with “Recon 19 kilo is over Lake Pend Oreille heading South. We had to replace our battery. Sorry for the delay.”
- Location of recon if asked: 48 7.37 x 116 14.53

## EXPECTED ACTIONS OF DISPATCHER:

- Student should attempt to contact 19K for position check.
- Student should notify supervisor if unable to establish contact with 19K.
- Once contact has been established, student should document, reset flight following time, and notify anyone they may have asked to locate the aircraft.

## NOTES:

- Do we have mishap guide? Is the emergency procedures in the briefing packet or set up on the table in the sim?

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +20

INPUT NUMBER: 40

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Red” (Await Confirmation)
- Radio: “Recon 19Kilo has a smoke report when you are ready to copy.” (Await Confirmation)
- Radio: “The fire is in the Burnt Cabin area, 47 47.60 x 116 35.7; estimate of 100 acres, dark gray plume of smoke, 6ft. flame length, high rate of spread potential, in timber.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- DO Tim McGraw – Send E-611, E-6421, Mod 21 and Sandpoint Regular Crew.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should recognize that it is the same area as what was called in by the concerned citizen.
- Student should log fire report and call Duty officer for response.

## NOTES:

- Resources could have been committed in part 1 of simulation.

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +21

INPUT NUMBER: 41

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 6411

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6411 on Green” (Await Confirmation)
- Radio: “Engine 6411 is on scene of incident \_\_\_\_\_. We will get you a size up shortly”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Student should have dispatched engine to smoke report per Duty Officer direction.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log E-6411 on scene and log information given over the radio.

## NOTES:

- Related to Priest Lake (Will be named when fire size up is given.) - Student should give incident number when smoke report is getting called in / dispatching resources.
- Will be Upper Priest Fire

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +23

INPUT NUMBER: 42

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Module 11

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Mod 11 on Green” (Await Confirmation)
- Radio: “Mod 11 is on scene of Incident \_\_\_\_\_.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Make sure student dispatched Mod 11 to incident in previous inputs. Duty Officer should have directed dispatcher to send Mod 11 to Priest Lake Incident.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log Mod 11 on scene.

## NOTES:

- Related to Priest Lake (Will be named when fire size up is given.) - Student should give incident number when smoke report is getting called in / dispatching resources.
- Same incident as Input 41 – Will be Upper Priest Fire

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +23

INPUT NUMBER: 43

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Law Enforcement 634

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 634” (Await Confirmation)
- Radio: “LE 634 is at Calder Helibase. I will be making public contact with a biker group. Please start a 5 min check in timer.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- If sets timer and calls to check in update with Status ok.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should start an incident with the contact location and information given. Should start 5 min timer.

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +23

INPUT NUMBER: 44

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Law Enforcement Officer 624

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 624 on Red” (Await Confirmation)
- Radio: “LE 624 is responding to Samowen Campground.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Repeated to Samowen Campground host calling in a moose at camp and needing additional assistance.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should have made an incident for Samowen Campground and commit LE 624 and then show responding.

## NOTES:

- Related to **INPUT** \_\_\_\_\_

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +24

INPUT NUMBER: 45

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Red” (Await Confirmation)
- Radio: “Recon 19Kilo, finished recon of the East Zone. No other smokes in the area. Will be moving south to the South Zone and will be switching over to the Blue Frequency.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log in the flight following log update.
- Student should tell the South Zone IA dispatcher that the Recon will be moving over to their zone.

## NOTES:

- \*\*IF SIM does not have an IA 3 / South Zone / Blue Frequency dispatcher replace radio traffic with:
- Radio: “Recon 19Kilo, finished recon of the East Zone. No other smokes in the area. Will be returning to Coeur d’ Alene Airport. Recon complete.

## **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +24

INPUT NUMBER: 46

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

### DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Blue” (Await Confirmation)
- Radio: “Recon 19kilo is establishing contact on Blue. Will be continuing our recon on the South Zone.”

### SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

### EXPECTED ACTIONS OF DISPATCHER:

- Student should log the contact with Recon and reset timer.

### NOTES:

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +26

INPUT NUMBER: 47

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Recon 19Kilo

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Recon 19Kilo on Blue” (Await Confirmation)
- Radio: “Recon 19Kilo, I have a fire report when you are ready to copy.” (Await Confirmation)
- Radio: “This smoke looks to be on Benchmark Hill, 47 16.84 x 115 46.61, 2 acres, in heavy fuel and high potential. It does look like it is close to a road and would say best access would be off Milwaukee Road (FP 218) to FS 456 rd (Moon Pass rd).

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should realize it is the same smoke report as middle sister lookout.
- Student should log in the Middle Sister smoke report log. Incident \_\_\_\_\_

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +26

INPUT NUMBER: 48

DELIVER TO: Role Player – Radio chatter

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Kirk and Pichard

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- **Radio Traffic back and forth to simulate clogging up the air time.**
- Kirk (K): “Picard this is Kirk on Blue.”
- Picard (P): “This is Picard, go ahead Kirk.”
- K: “Yeah, um about the new realignment on this Forest Service Road. Do you think we could get a grader here next week?”
- P: “Well, we’re using the grader for a culvert project on either Baldy Creek or Larch Creek – I can’t remember which one. So, I don’t know about early next week, but maybe later in the week.”
- K: “OK, we could start with the backhoe and look for the grader later in the week. Of course, it’s supposed to rain later next week and that sure could change our plans.”
- P: “Yeah, remember the last time it rained, and the cat got stuck in that creek?”
- K: “Oh, that was bad! We don’t want that to happen again. Maybe if it rains, we could do those bridge inspections we’ve been putting off all summer.”
- Continue on and on with this type of banter – plans for the weekend, etc. –until Coeur d’ Alene Dispatch asks you to clear the channel for fire traffic.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- If asked to clear channel, respond “Picard and Kirk copy, clear.”

## EXPECTED ACTIONS OF DISPATCHER:

- Student should ask Kirk and Picard to clear frequency for fire traffic.

## NOTES:

# D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +27

INPUT NUMBER: 49

DELIVER TO: Floor Coordinator

HOW: Phone / Email

YOU ARE SIMULATING (Name and Role): Weather Service

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: Hello, this is Jim from the National Weather Service. I was just calling to let you know that we have activated a red flag warning in your area and have sent over an email.
- Handout: Red flag warning. (Looks like an email)

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Should we have each zone copy with resources that are in service?
- Red Flag warning checks and acknowledgements?

## EXPECTED ACTIONS OF DISPATCHER:

- ALL Initial Attack Dispatchers should broadcast Red Flag Warning over the radio on Green/Red and Blue.

## NOTES:

- Red Flag Warning next page.

Subject: RED FLAG WARNING

Date: Monday; August 18<sup>th</sup>

From: National Weather Service – Missoula, MT <nws.missoula@noaa.gov>

To: Billings Dispatch Center <mtbdc@dms.nwcg.gov>, Bitterroot Dispatch Center <mtbrf@dms.nwcg.gov>, Bozeman Interagency Dispatch Center <mtbzc@dms.nwcg.gov>, Billings Dispatch Center <mtbdc@dms.nwcg.gov>, Clearwater/Nez Perce Dispatch Center <idenc@dms.nwcg.gov>, Dillon Interagency Dispatch Center <mtddc@dms.nwcg.gov>, Flathead Dispatch Center <mtfdc@dms.nwcg.gov>, Great Falls Interagency Dispatch Center <mtgdc@dms.nwcg.gov>, Helena Interagency Dispatch Center <mtfdc@dms.nwcg.gov>, Kootenai Interagency Dispatch Center <mtkdc@dms.nwcg.gov>, North Dakota Dispatch Center <ndndc@dms.nwcg.gov>, Northern Rockies Coordination Center <mntrc@dms.nwcg.gov>,

## MISSOULA FIRE WEATHER OFFICE MORNING LAND MANAGEMENT FORECAST

1130 AM MDT MON AUG 18.....FOSS

...RED FLAG WARNING FOR ALL ZONES UNTIL 1900 HOURS FOR GUSTY SOUTH-SOUTHWEST WINDS AND LOW RELATIVE HUMIDITY.

Broadcast discussion...an upper-level trough will move into the Pacific northwest later tonight...then east to the Northern Rockies Tuesday and Wednesday. Strong flow aloft and continued dry conditions will create Red Flag conditions tomorrow.

Discussion...trough of low pressure off the west coast will move east tonight. Southwest flow aloft will strengthen overnight and with daytime heating will mix down tomorrow to create breezy to windy conditions statewide. Combining the winds with the dry relative humidities...Red Flag conditions will once again develop but be more widespread. An associated cold front with the trough of low pressure will drop south Tuesday night into early Wednesday morning. Breezy to windy conditions can continue to be expected out ahead of the front. Some showers and thunderstorms could also be expected as the front passes but mainly limited to the northern part of the state. A few isolated showers may pop up in area 2.

The trough of low pressure should exit the region on Wednesday. Behind it...a ridge of high pressure will build in and a drying trend should begin again. Temperatures will warm back up to seasonal norms before rising above normal towards the weekend.

\*\*\*Thunderstorms imply strong gusty and erratic winds\*\*\*

\*\*\*All winds are 20-foot...10-minute averages\*\*\*

\*\*\*Extended forecast temperatures are for the 5000-foot level\*\*\*

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +29

INPUT NUMBER: 50

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): LE 614

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, LE 614 on Green.” (await confirmation)
- Radio: “I am going to be making contact with a group of campers at Green Bay Campground. Please start a timer for 5 minutes. Will check back in when contact is complete.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Who is LE 614? Law Enforcement Officers (LEOs) use call signs instead of their names on the radio.
- Where is Green Bay Campground? 8 miles SE of Sandpoint on Lake Pend Oreille, or, T56N R1W Sec 26 (48° 10’ x 116° 26’).
- If you receive a callback after 5 minutes, inform that you’re OK and have left the campground, continuing on patrol.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should change LE location in WildCAD and log radio traffic.
- Student should start 5-minute timer and call officer back – documenting call-in log.

## NOTES:

# **D-311 COEUR D'ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +30

INPUT NUMBER: 51

DELIVER TO: Floor Coordinator

HOW: Phone

YOU ARE SIMULATING (Name and Role): Marianne Machima - KEWM 2 News

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Phone: "Hi, this is Marianne Machima with KREM 2 news. I want to know what is going on with the fire in the Priest Lake Area. I understand you are not trying to suppress it!! Why aren't you? What size is it?"

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Priest Lake Area: Has Priest Lake and Goblin Knob incident.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should provide Public Information Officer to News for comment.

## NOTES:

-

## **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +31

INPUT NUMBER: 52

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Engine 621

DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 621 on Red” (Await Confirmation)
- Radio: “E-621 is on scene of Incident \_\_\_\_\_.”

SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Student should have dispatched engine to Incident \_\_\_\_ Per Duty Officer direction.

EXPECTED ACTIONS OF DISPATCHER:

- Student should log E-621 on scene of incident.

NOTES:

- Burnt Cabin Fire – Will get name of fire when size-up is given.

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +33

INPUT NUMBER: 53

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Timber Crew - Magee

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Magee on Red.” (await confirmation)
- Radio: “We are up on the Johnson Creek Road and have just come upon an accident. It looks pretty bad. We are going to need some help. A car went off the embankment and went about 400 feet down the hill. It looks like it rolled several times.”
- Radio: “We will need an ambulance for the patients and a patrol for traffic control”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Where is this accident? Location is T55N R2E sec 17, at the NW corner, about 2 miles up Johnson Creek Road.
- What is the condition of the victims? 1st male 60-year-old – driver has head injuries, groggy and in shock, leg pinned under dash, bleeding, moaning. 2nd passenger is approximately 50 years old, alert, able to talk, holding arm and guarding stomach, having a hard time breathing.
- Is anyone on your crew an EMT? No, we’re all just First Responders.
- LE 624 will be the one responding to this incident.
- Bonner County Dispatch – If called, reply that an ambulance from Clark Fork will be en route and should arrive within 20 minutes.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should clear the frequency for radio traffic.
- Student should ask for the condition and number of victims, and if any special equipment will be needed for extraction or evacuation.
- Student should notify Bonner County Dispatch.
- Student should report back with Magee that Bonner County is responding and an ambulance from Clark Fork should be on scene in 20 minutes.
- Student should call LE 624 for response to incident.

## NOTES:

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +34

INPUT NUMBER: 54

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Engine 631

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 631 on Blue” (Await Confirmation)
- Radio: “Engine 631 is on scene of incident \_\_\_\_\_ and will get back to you with a size up shortly”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Student should have dispatched Engine per Duty Officer request.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log that E-631 is on scene.

## NOTES:

-

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +34

INPUT NUMBER: 55

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 611

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 611 on Green” (Await Confirmation)
- Radio: “Engine 611 is on scene of Incident \_\_\_\_\_. Will give a fire size up shortly.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Student should have dispatched Engine per duty officer request.
- This will be Goblin Knob Incident.

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log E-611 as on scene of the incident.

## NOTES:

- Goblin Knob Fire – Will get name of fire when size-up is given.

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +40

INPUT NUMBER: 56

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Patrol 21

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Patrol 21 on Red” (Await Confirmation)
- Radio: “Patrol 21 is enroute to Johnson Creek to assist the Timber Crew. Do you have an incident number for this?”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should assign Patrol 21 to the Vehicle accident and provide incident number to the patrol.

## NOTES:

-

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +40

INPUT NUMBER: 57

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Engine 6431

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6431 on Blue” (Await Confirmation)
- Radio: “Engine 6431 is on scene and tied in with E-6431”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Resource should have been dispatched per Duty Officer request.
- Related to Benchmark Incident

## EXPECTED ACTIONS OF DISPATCHER:

- Student should put E-6431 on scene and log that they are tied in with E-611

## NOTES:

-

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +43

INPUT NUMBER: 58

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Engine 621

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 621 on Red” (Await Confirmation)
- Radio: “Engine 621 is has a size up for Incident \_\_\_\_ When you are ready to copy” (Await Confirmation)
- Radio: SIZE UP
  - Incident number \_\_\_\_\_
  - Incident Name: Burnt Cabin
  - IC: Wolf
  - Fire Location: Township 51N, Range 2W Section 4 // Latitude 47 47.61 by longitude 116 35.7
  - **Break**
  - Size: 4 acres
  - Fuels: Timber, brush, and logging slash uphill
  - Character of fire: Running and torching
  - Flame Length: 1-3 ft.
  - Position on slope: Middle 1/3
  - Percent of slope: 25%
  - **Break**
  - Aspect: Southwest
  - Wind: 5-10 mph out of the NW
  - Spread Potential: High
  - Values at Risk: Fire Fighter safety
  - Hazards: Snags
  - Cause: Lightning
  - Break
  - Would like to order a Dozer.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log and document fire size up

## NOTES:

Burnt Cabin

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +43

INPUT NUMBER: 59

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Engine 631

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 631 on Blue” (Await Confirmation)
- Radio: “Engine 631 has a size up for Incident \_\_\_\_ When you are ready to copy” (Await Confirmation)
- Radio:
  - Incident number \_\_\_\_\_
  - Incident Name: Benchmark
  - IC: Lopez
  - Fire Location: Township 45N, Range 5E Section 1 // Latitude 47 16.84 by longitude 115 46.61
  - **Break**
  - Size: 5 acres
  - Fuels: Timber
  - Flame Length: 3-5 ft.
  - Position on slope: Upper 1/3<sup>rd</sup>
  - Aspect: East
  - Wind: 3-5 mph out of the NW
  - **Break**
  - Spread Potential: High
  - Values at Risk: Fire Fighter safety
  - Hazards: snags
  - Cause: Lightning
  - Break
  - Will need additional resources. Will get back to you with a list of resources needed.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- Remember to go slow enough for the student to write down/type in wildCAD

## EXPECTED ACTIONS OF DISPATCHER:

- Student should record size up and document

## NOTES:

- Bench Mark Incident

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +43

INPUT NUMBER: 60

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 611

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 611 on Green” (Await Confirmation)
- Radio: “Engine 611 has a size up when you are ready to copy.” (Await Confirmation)
  - Radio: Incident number \_\_\_\_\_
  - Incident Name: Goblin Knob
  - IC: Taylor
  - Fire Location: Township 61N, Range 3W Section 5 // Latitude 48 40.00 by longitude 116 45.00
  - **Break**
  - Size: 3 acres
  - Fuels: Timber
  - Flame Length: 2-4 ft.
  - Position on slope: Upper 1/3<sup>rd</sup>
  - Aspect: East
  - Wind: 3-5 mph out of the NW
  - **Break**
  - Spread Potential: High
  - Values at Risk: Fire Fighter safety
  - Hazards: Snags
  - Cause: Lightning
  - Break
  - Would like to also order a type 1 crew and was hoping to get Helena Hotshots if available.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

## EXPECTED ACTIONS OF DISPATCHER:

- Student should record size up and document

## NOTES:

- Incident Goblin Knob

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +48

INPUT NUMBER: 61

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Engine 6411

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Engine 6411 on Green” (Await Confirmation)
- Radio: “Engine 6411 is has a size up for Incident \_\_\_\_ When you are ready to copy” (Await Confirmation)
- Radio:
  - Incident number \_\_\_\_\_
  - Incident Name: Priest Lake
  - IC: Herrera
  - Fire Location: Township 63N, Range 5W Section 12 // Latitude 48 49.52 by longitude 116 55.61
  - **Break**
  - Size: 4 acres
  - Fuels: Heavy Timber and slash
  - Flame Length: 1-3 ft.
  - Position on slope: Upper 1/3<sup>rd</sup>
  - Aspect: Southwest
  - Wind: 5-8 mph out of the Northwest
  - **Break**
  - Spread Potential: Moderate
  - Values at Risk: Fire Fighter safety
  - Hazards: Snags
  - Cause: Lightning
  - Break
  - Resources on scene: Engine 6411 and Mod 11
  - No additional resources needed.

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should record size up and document in Log

## NOTES:

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +48

INPUT NUMBER: 62

DELIVER TO: Coeur d' Alene Dispatch – IA 3

HOW: Radio – Blue Frequency

YOU ARE SIMULATING (Name and Role): Benchmark IC

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d' Alene Dispatch, Benchmark IC on Blue” (Await Confirmation)
- Radio: “Benchmark IC, I have a fire update. When you are ready to copy” (Await Confirmation)
- Radio: “Engine 6431 and Mod 31 are on scene and engaged. BREAK. The fire activity is picking up and I need to put an order in for an Air Attack, Lead Plane, and 2 Heavy Airtankers”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should log update.

## NOTES:

- Fire Equipment on Scene

# D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT

INPUT TIME: +51

INPUT NUMBER: 63

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Dozer 321

DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Dozer 321 on Red” (Await Confirmation)
- Radio: “Dozer 321 is enroute to incident \_\_\_\_\_; Burnt Cabin”

SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

EXPECTED ACTIONS OF DISPATCHER:

- Student should log and commit Dozer 321 to incident Burnt Cabin

NOTES:

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# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +52

INPUT NUMBER: 64

DELIVER TO: Coeur d' Alene Dispatch – IA 2

HOW: Radio – Red Frequency

YOU ARE SIMULATING (Name and Role): Helena Hotshots

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: “Coeur d’ Alene Dispatch, Helena Hotshots on Red” (Await Confirmation)
- Radio: “Helena Hotshots enroute to Goblin Knob Incident”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student will need to relay information to Initial Attack Dispatcher 1 that Helena Hotshots is enroute Goblin Knob.

## NOTES:

-

# **D-311 COEUR D' ALENE SIMULATION INPUT SCRIPT**

INPUT TIME: +53

INPUT NUMBER: 65

DELIVER TO: Coeur d' Alene Dispatch – IA 1

HOW: Radio – Green Frequency

YOU ARE SIMULATING (Name and Role): Priest Lake IC

## DESCRIPTION OF SITUATION TO BE SIMULATED:

- Radio: ‘Coeur d’ Alene Dispatch, Priest Lake IC on Green.’ (await confirmation)
- Radio: “I have a fire update, the fire is starting to move into the slash.”

## SPECIAL INSTRUCTIONS TO ROLE PLAYER:

- 

## EXPECTED ACTIONS OF DISPATCHER:

- Student should document the fire update in the Log.

## NOTES:

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**End of Simulation**