

# **Program of Instruction**

## **Course Syllabus**

**Course Title:** S-336 Tactical Decision Making in Wildland Fire

**Course Duration:** 24 hours

**Program:** Wildland Firefighting

### **Course Prerequisites**

Qualified as a single resource boss or initial attack incident commander type 4 (ICT4).

### **Course Description**

Develop the knowledge and practice in decision making necessary to effectively apply wildland fire suppression tactics. Develop the tools for leadership in applying and teaching appropriate fire suppression tactics at their home unit.

### **Course Requirements and/or Recommendations**

#### Summary of Directions

Pre-Course Work: None

Course Work: None

Post-Course Work: None

### **Reference List:**

S-336 Student Workbook

Fireline Handbook, NFES 0065

<http://www.nwcg.gov/pms/pubs/pubs.htm>

• Incident Response Pocket Guide, NFES 1077

<http://www.nwcg.gov/pms/pubs/pubs.htm>

• Interagency Standards for Fire and Aviation Operations, NFES 2724  
(or appropriate agency equivalent)

## **Course Policies:**

**Attendance Policy:** IFSI requires students to attend (100%) or make up all course content that leads to certification. Students are expected to attend on time and to remain in class for the duration of the course. Students **MUST COMPLETE** all portions of a certification course, both classroom and practical, to be eligible to receive their certification.

If a student misses any portion of class with an accumulated absence of 20% or less of scheduled class time, it will be the student's responsibility to arrange the make-up of the missed course content with the instructor(s) or program manager. The student must make up the specific course content that s/he missed, not just the hours. Make-ups are limited to 20% of scheduled class time. Make-ups must be documented on the class roster. If a student's absence is greater than 20% refer to "True Emergences" section of the IFSI Examination Policy.

**Safety Policy:** Students shall understand and follow all instructions pertaining to operational safety, as stated by instructors or as written in course materials. Instructors and students shall be mindful of safety at all times. Conduct judged to be unsafe shall be grounds for dismissal from the course.

**Academic Integrity Policy:** IFSI has the responsibility for maintaining academic integrity so as to protect the quality of the education provided through its courses, and to protect those who depend upon our integrity. It is the responsibility of the student to refrain from infractions of academic integrity, from conduct that may lead to suspicion of such infractions, and from conduct that aids others in such infractions. Any violation of the code of conduct is grounds for immediate dismissal from the course.

**American Disabilities Act:** As guaranteed in the Vocational Rehabilitation Act and in the American Disabilities Act, if any student needs special accommodations they are to notify their instructor and provide documentation as soon as possible so arrangements can be made to provide for the student's needs. If arrangements cannot be made at the class site, the student will test at an alternative time and place where the special accommodations can be made.

**Evaluation Strategy:** *Example:* Students will be evaluated with an end of course exam, and performance evaluation checklist.

**Course Content:**

Unit 0: Introduction

Unit 1: Human Factors of Tactical Decision Making

Unit 2: Situational Awareness, Report on Conditions, and the Risk Management Process

Unit 3: Rules and Tools of Tactical Planning

Unit 4: Tactical Decision Games

# Course Schedule

## DAY ONE

<u>Event</u>	<u>Duration</u>
Unit 0 – Introduction	1 hour
Unit 1 – Human Factors of Tactical Decision Making	3 hours
<b>Lunch</b>	
Unit 2 – Situational Awareness, Report on Conditions, and the Risk Management Process	3 hours

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## DAY TWO

<u>Event</u>	<u>Duration</u>
Unit 3 – Rules and Tools of Tactical Planning	4 hours
<b>Lunch</b>	
Unit 3 – Rules and Tools of Tactical Planning (cont.)	4 hours

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## DAY THREE

<u>Event</u>	<u>Duration</u>
Unit 4 – Tactical Decision Games	4 hours
<b>Lunch</b>	
Unit 4 – Tactical Decision Games	4 hours

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