Motel 6 Fire Simulation Instructor Guide

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Before getting into the specifics of the Motel 6 fire simulation we need discuss some basic concepts of simulation training. Simulations are generally considered to be the application part of a training session. It is an opportunity for the participants to practice and reinforce what they learned in the classroom session. In the Motel 6 simulation the participants have the opportunity to work on their fireground decision making and communications skills. I designed this simulation with company officer candidates and less experienced officers in mind. Therefore, there are a number of cues to help less-experienced operators that I would not include if the target audience consisted of more experience officers.

The units dispatched in this simulation are: Engine-1; Engine-2; Engine-3; Ladder-1; Rescue-1 (heavy rescue not an EMS unit); and Battalion-1.

The Motel 6 consists of six separated buildings interconnected by breezeways. The buildings are of lightweight wood-frame construction with a stucco exterior and cement tile roofing. There are no basements. The main exterior exposures are a motel on the Bravo side and a restaurant on the Delta side.

This simulation is timed and synchronized to allow the initial Incident Commander (Engine-1) time to give an initial size-up report and a follow-up report prior to other units arriving on scene. It is essential that all of the units start the simulation at the same time for this timing to work.

As other units arrive on scene (E-2 and L-1) the initial IC will need to give them tactical assignments (based on your department's SOPs/SOGs).

When Battalion-1 arrives on scene they should conduct a transfer of command and request Conditions, Actions, and Needs (C.A.N.) reports from all crews on the fireground. Battalion-1 (Command) should assign all other arriving units.

This is a self-playing simulation so there is no need for the participants to navigate through the simulation other than clicking or tapping (if using iPad) on the Start icon in the initial view, selecting their assigned unit in the second view, announcing that they are on scene when prompted, and selecting their tactical assignment when ordered by Command.

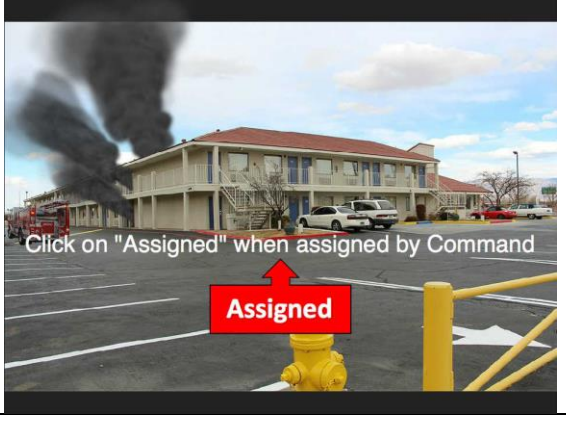|	
	It is critical to the simulation timing that all the participants start at the same time. Explain that once you complete giving the dispatch that the participants must click or tap on the "Start" icon in order to synchronize the simulation.
	The second view the participants will see is this view of the unit icons of all of the responding units. They should click on their assigned unit which will put them into the appropriate "Responding" view.
	Here we see Engine-2's "Responding" view which includes a countdown timer to show when they will be on scene. The simulation will automatically advance E-2 through several approach views including overhead plot plans until they arrive on scene
	Participants should be told to survey the plot plan when it appears to determine the building layout, identify the most threatened exposures and hydrant locations.

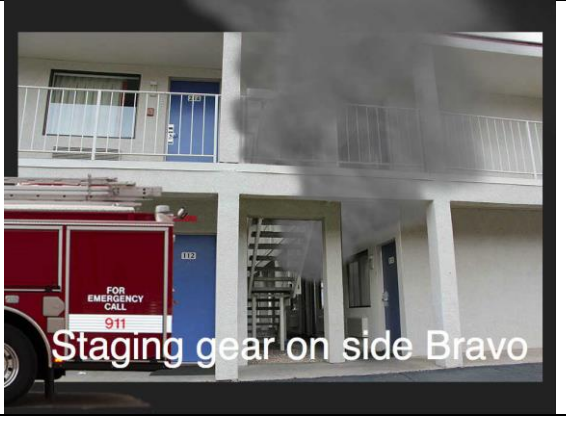|	
Announce E-2 is on scene	When they arrive on scene Engine-1 will be given a text cue when to give their size-up report, Battalion-1 will be given a text cue to make a command transfer, and all other units will receive a text cue to announce they are on scene. This text box will fade off of the screen after a few second and will be replaced with the next view.
Click on "Assigned" when assigned by Command **Assigned**	Once the "Announce you are on scene" text box fades off the screen it will be replaced with this view (except for E-1 and B-1). When the participant clicks or taps on the "Assigned" icon it will move them to the next view which contains all of the assignments for this simulation.
Click or Tap on your assignment Clear the Delta 1 exposure Clear the Bravo 1 exposure Assume R.I.T. on side Bravo Clear the room above the fire Assist Engine-1 with overhaul	When a participant clicks or taps on the assignment they have received from command it will advance them to the series of views for that assignment (see below). Instructor Note: If either the initial IC (Engine-1) or the second IC (Battalion-1) give an assignment that is not included in the "Assignments" view advise them that the assignment is not available and suggest another assignment to them.
Staging gear on side Bravo	The rest of the views in the individual assignments are self-timed and will advance without any input from the participants.