

BASIC UNIT 8 SCENARIO (A)

TRAVEL

Travel screen.

1. The **FOBS** (Mike Day, Tom, Dick and Harry Player are all the qualified FOBS) that was reassigned from the **Creek** Incident to the **Sage** Incident is leaving the **Creek** Incident now, and will be arriving at the **Sage** Incident in 3 hours. Create travel for the **FOBS** using **Set Travel ETD/ETA**. The **Mode of Travel** will be a **GOV** (government owned vehicle).

HINT: When a resource has been reassigned, actions dealing with that request take place on the incident the resource has been reassigned to. Look for **Sage** in the **Incident Name** column (may need to click the **Incident Name** button), **Creek** in the **Departure Location** column, and **TBA** in the **Option** column.

2. The **FOBS** called back and realized he was closer to the fire than he originally thought and it will actually only take 30 minutes to travel to the **Sage** Incident. Edit the ETA.