

BASIC UNIT 9 SCENARIO (B)

RELEASING AND REASSIGNING RESOURCES

Incident Resources screen.

1. The **Juniper** Incident will be releasing the **Type 4 Engine** and the **FOBS** to their home unit in 1 hour. The **FOBS** will ride home in the engine. They will both depart in 2 hours and arrive home 4 hours from now.
2. Release the **ENGB** from the **Juniper** Incident to his home unit. Release him now and set travel so he will arrive in 1 hour.
3. You receive word from the **Juniper** Incident that the **ENGB** will work through the shift today and then be released. Edit the release to show the **ENGB** being released at 1800 this evening, with an hour drive time to get home.

New Request screen.

4. The **Creek** Incident calls and requests a **Type 4 Engine** and a **FOBS** needed within the hour at the fire. Create these two new requests.

Incident Resources screen.

5. Reassign both the **Type 4 Engine** and the **FOBS** that you released above from the **Juniper** Incident to the **Creek** Incident. They will arrive in 2 hours.
6. The **Creek** IC calls and says the fire has jumped the line and requests a **Helicopter**. Using the **Quick Fill Reassignment** tab on the **Juniper** Incident, reassign the **Helicopter** to the **Creek** Incident.

Release Resources (Nonlocal Incident) screen.

7. You get information that the **Type 6 Engine** you sent to help the folks in your selection area has arrived back home and you need it to go help on the **Creek** Incident, but it hasn't been released from its former assignment. Release it now and give it 5 minutes of travel time. **Enter Documentation** to explain why you are doing this. To find the **Type 6 Engine**, enter **Engine*** in the **Resource Name** field.