

		Wildfire Sizeup	Date	Time <input type="checkbox"/> Toned <input type="checkbox"/> Enroute <input type="checkbox"/> Arrival	Fire Name			Wildfire Sizeup	Date	Time <input type="checkbox"/> Toned <input type="checkbox"/> Enroute <input type="checkbox"/> Arrival	Fire Name
Address/Location			Elevation	Latitude/Longitude		Address/Location			Elevation	Latitude/Longitude	
Radio Frequencies		Command	Tactical	Staging		Radio Frequencies		Command	Tactical	Staging	
BoCo Plan: <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 (800 MHz only)						BoCo Plan: <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 (800 MHz only)					
Supervisor Name		Position/Identifier		Cell Phone		Supervisor Name		Position/Identifier		Cell Phone	
Fire Size		Structures Threatened <input type="checkbox"/> No		Polygon(s)		Fire Size		Structures Threatened <input type="checkbox"/> No		Polygon(s)	
		<input type="checkbox"/> Advisory: info		tinyurl.com/bretsas				<input type="checkbox"/> Advisory: info		tinyurl.com/bretsas	
		<input type="checkbox"/> Warning: prepare						<input type="checkbox"/> Warning: prepare			
		<input type="checkbox"/> ORDER: take action						<input type="checkbox"/> ORDER: take action			
Notes						Notes					
Weather + Fuels + Topography → Fire Behavior						Weather + Fuels + Topography → Fire Behavior					
Weather Time	Wind → Draw on Map		Temperature	Rel. Humidity		Weather Time	Wind → Draw on Map		Temperature	Rel. Humidity	
	Speed	Gusts	From	Dry Bulb	Change		Speed	Gusts	From	Dry Bulb	Change
Forecast:						Forecast:					
Fuel Type	Spread Potential	Position	Slope@Head	Aspect		Fuel Type	Spread Potential	Position	Slope@Head	Aspect	
<input type="checkbox"/> Grass	<input type="checkbox"/> Low	<input type="checkbox"/> Ridgetop	<input type="checkbox"/> >100%	<input type="checkbox"/> North		<input type="checkbox"/> Grass	<input type="checkbox"/> Low	<input type="checkbox"/> Ridgetop	<input type="checkbox"/> >100%	<input type="checkbox"/> North	
<input type="checkbox"/> Shrub	<input type="checkbox"/> Moderate	<input type="checkbox"/> Upper 1/3	<input type="checkbox"/> 50-100%	<input type="checkbox"/> East		<input type="checkbox"/> Shrub	<input type="checkbox"/> Moderate	<input type="checkbox"/> Upper 1/3	<input type="checkbox"/> 50-100%	<input type="checkbox"/> East	
<input type="checkbox"/> Litter	<input type="checkbox"/> High	<input type="checkbox"/> Middle 1/3	<input type="checkbox"/> 0-50%	<input type="checkbox"/> South		<input type="checkbox"/> Litter	<input type="checkbox"/> High	<input type="checkbox"/> Middle 1/3	<input type="checkbox"/> 0-50%	<input type="checkbox"/> South	
<input type="checkbox"/> Slash	<input type="checkbox"/> Extreme	<input type="checkbox"/> Lower 1/3	<input type="checkbox"/> Flat	<input type="checkbox"/> West		<input type="checkbox"/> Slash	<input type="checkbox"/> Extreme	<input type="checkbox"/> Lower 1/3	<input type="checkbox"/> Flat	<input type="checkbox"/> West	
Fire Behavior		<input type="checkbox"/> Smoldering	<input type="checkbox"/> Creeping	<input type="checkbox"/> Running		Fire Behavior		<input type="checkbox"/> Smoldering	<input type="checkbox"/> Creeping	<input type="checkbox"/> Running	
<input type="checkbox"/> Extreme <input type="checkbox"/> Erratic		<input type="checkbox"/> Spotting	<input type="checkbox"/> Torching	<input type="checkbox"/> Crowning		<input type="checkbox"/> Extreme <input type="checkbox"/> Erratic		<input type="checkbox"/> Spotting	<input type="checkbox"/> Torching	<input type="checkbox"/> Crowning	
Assess Fire Environment → IRPG Pages 33-52 (Orange)						Assess Fire Environment → IRPG Pages 33-52 (Orange)					
		Wildfire Sizeup	Date	Time <input type="checkbox"/> Toned <input type="checkbox"/> Enroute <input type="checkbox"/> Arrival	Fire Name			Wildfire Sizeup	Date	Time <input type="checkbox"/> Toned <input type="checkbox"/> Enroute <input type="checkbox"/> Arrival	Fire Name
Address/Location			Elevation	Latitude/Longitude		Address/Location			Elevation	Latitude/Longitude	
Radio Frequencies		Command	Tactical	Staging		Radio Frequencies		Command	Tactical	Staging	
BoCo Plan: <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 (800 MHz only)						BoCo Plan: <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 (800 MHz only)					
Supervisor Name		Position/Identifier		Cell Phone		Supervisor Name		Position/Identifier		Cell Phone	
Fire Size		Structures Threatened <input type="checkbox"/> No		Polygon(s)		Fire Size		Structures Threatened <input type="checkbox"/> No		Polygon(s)	
		<input type="checkbox"/> Advisory: info		tinyurl.com/bretsas				<input type="checkbox"/> Advisory: info		tinyurl.com/bretsas	
		<input type="checkbox"/> Warning: prepare						<input type="checkbox"/> Warning: prepare			
		<input type="checkbox"/> ORDER: take action						<input type="checkbox"/> ORDER: take action			
Notes						Notes					
Weather + Fuels + Topography → Fire Behavior						Weather + Fuels + Topography → Fire Behavior					
Weather Time	Wind → Draw on Map		Temperature	Rel. Humidity		Weather Time	Wind → Draw on Map		Temperature	Rel. Humidity	
	Speed	Gusts	From	Dry Bulb	Change		Speed	Gusts	From	Dry Bulb	Change
Forecast:						Forecast:					
Fuel Type	Spread Potential	Position	Slope@Head	Aspect		Fuel Type	Spread Potential	Position	Slope@Head	Aspect	
<input type="checkbox"/> Grass	<input type="checkbox"/> Low	<input type="checkbox"/> Ridgetop	<input type="checkbox"/> >100%	<input type="checkbox"/> North		<input type="checkbox"/> Grass	<input type="checkbox"/> Low	<input type="checkbox"/> Ridgetop	<input type="checkbox"/> >100%	<input type="checkbox"/> North	
<input type="checkbox"/> Shrub	<input type="checkbox"/> Moderate	<input type="checkbox"/> Upper 1/3	<input type="checkbox"/> 50-100%	<input type="checkbox"/> East		<input type="checkbox"/> Shrub	<input type="checkbox"/> Moderate	<input type="checkbox"/> Upper 1/3	<input type="checkbox"/> 50-100%	<input type="checkbox"/> East	
<input type="checkbox"/> Litter	<input type="checkbox"/> High	<input type="checkbox"/> Middle 1/3	<input type="checkbox"/> 0-50%	<input type="checkbox"/> South		<input type="checkbox"/> Litter	<input type="checkbox"/> High	<input type="checkbox"/> Middle 1/3	<input type="checkbox"/> 0-50%	<input type="checkbox"/> South	
<input type="checkbox"/> Slash	<input type="checkbox"/> Extreme	<input type="checkbox"/> Lower 1/3	<input type="checkbox"/> Flat	<input type="checkbox"/> West		<input type="checkbox"/> Slash	<input type="checkbox"/> Extreme	<input type="checkbox"/> Lower 1/3	<input type="checkbox"/> Flat	<input type="checkbox"/> West	
Fire Behavior		<input type="checkbox"/> Smoldering	<input type="checkbox"/> Creeping	<input type="checkbox"/> Running		Fire Behavior		<input type="checkbox"/> Smoldering	<input type="checkbox"/> Creeping	<input type="checkbox"/> Running	
<input type="checkbox"/> Extreme <input type="checkbox"/> Erratic		<input type="checkbox"/> Spotting	<input type="checkbox"/> Torching	<input type="checkbox"/> Crowning		<input type="checkbox"/> Extreme <input type="checkbox"/> Erratic		<input type="checkbox"/> Spotting	<input type="checkbox"/> Torching	<input type="checkbox"/> Crowning	
Assess Fire Environment → IRPG Pages 33-52 (Orange)						Assess Fire Environment → IRPG Pages 33-52 (Orange)					

Resource Needs		Complexity: <input type="checkbox"/> 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> 2 <input type="checkbox"/> 1			Resource Needs		Complexity: <input type="checkbox"/> 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> 2 <input type="checkbox"/> 1		
Engines: T6___ T3___ T1___ Tender___ Tactical Tender___ Crews: Hand___ Mit___ <input type="checkbox"/> Helicopter <input type="checkbox"/> SEAT <input type="checkbox"/> Tanker <input type="checkbox"/> MMA Overhead:TFLD___ DIVS___ <input type="checkbox"/> STAM <input type="checkbox"/> MEDL <input type="checkbox"/> OPS <input type="checkbox"/> IC <input type="checkbox"/> IMT					Engines: T6___ T3___ T1___ Tender___ Tactical Tender___ Crews: Hand___ Mit___ <input type="checkbox"/> Helicopter <input type="checkbox"/> SEAT <input type="checkbox"/> Tanker <input type="checkbox"/> MMA Overhead:TFLD___ DIVS___ <input type="checkbox"/> STAM <input type="checkbox"/> MEDL <input type="checkbox"/> OPS <input type="checkbox"/> IC <input type="checkbox"/> IMT				
Notes					Notes				
ICS Resource Tracking and Staging					ICS Resource Tracking and Staging				
IC		OPS		Staging	IC		OPS		Staging
<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD	<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD
Agency/Identifier	Type	People	Time	Assignment	Agency/Identifier	Type	People	Time	Assignment
1				<input type="checkbox"/> Staged	1				<input type="checkbox"/> Staged
2				<input type="checkbox"/> Staged	2				<input type="checkbox"/> Staged
3				<input type="checkbox"/> Staged	3				<input type="checkbox"/> Staged
4				<input type="checkbox"/> Staged	4				<input type="checkbox"/> Staged
5				<input type="checkbox"/> Staged	5				<input type="checkbox"/> Staged
6				<input type="checkbox"/> Staged	6				<input type="checkbox"/> Staged
7				<input type="checkbox"/> Staged	7				<input type="checkbox"/> Staged
8				<input type="checkbox"/> Staged	8				<input type="checkbox"/> Staged
9				<input type="checkbox"/> Staged	9				<input type="checkbox"/> Staged
10				<input type="checkbox"/> Staged	10				<input type="checkbox"/> Staged
<u>L</u> ookouts - <u>C</u> ommunications - <u>E</u> scape Routes - <u>S</u> afety Zones					<u>L</u> ookouts - <u>C</u> ommunications - <u>E</u> scape Routes - <u>S</u> afety Zones				

Resource Needs		Complexity: <input type="checkbox"/> 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> 2 <input type="checkbox"/> 1			Resource Needs		Complexity: <input type="checkbox"/> 5 <input type="checkbox"/> 4 <input type="checkbox"/> 3 <input type="checkbox"/> 2 <input type="checkbox"/> 1		
Engines: T6___ T3___ T1___ Tender___ Tactical Tender___ Crews: Hand___ Mit___ <input type="checkbox"/> Helicopter <input type="checkbox"/> SEAT <input type="checkbox"/> Tanker <input type="checkbox"/> MMA Overhead:TFLD___ DIVS___ <input type="checkbox"/> STAM <input type="checkbox"/> MEDL <input type="checkbox"/> OPS <input type="checkbox"/> IC <input type="checkbox"/> IMT					Engines: T6___ T3___ T1___ Tender___ Tactical Tender___ Crews: Hand___ Mit___ <input type="checkbox"/> Helicopter <input type="checkbox"/> SEAT <input type="checkbox"/> Tanker <input type="checkbox"/> MMA Overhead:TFLD___ DIVS___ <input type="checkbox"/> STAM <input type="checkbox"/> MEDL <input type="checkbox"/> OPS <input type="checkbox"/> IC <input type="checkbox"/> IMT				
Notes					Notes				
ICS Resource Tracking and Staging					ICS Resource Tracking and Staging				
IC		OPS		Staging	IC		OPS		Staging
<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD	<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD		<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD
Agency/Identifier	Type	People	Time	Assignment	Agency/Identifier	Type	People	Time	Assignment
1				<input type="checkbox"/> Staged	1				<input type="checkbox"/> Staged
2				<input type="checkbox"/> Staged	2				<input type="checkbox"/> Staged
3				<input type="checkbox"/> Staged	3				<input type="checkbox"/> Staged
4				<input type="checkbox"/> Staged	4				<input type="checkbox"/> Staged
5				<input type="checkbox"/> Staged	5				<input type="checkbox"/> Staged
6				<input type="checkbox"/> Staged	6				<input type="checkbox"/> Staged
7				<input type="checkbox"/> Staged	7				<input type="checkbox"/> Staged
8				<input type="checkbox"/> Staged	8				<input type="checkbox"/> Staged
9				<input type="checkbox"/> Staged	9				<input type="checkbox"/> Staged
10				<input type="checkbox"/> Staged	10				<input type="checkbox"/> Staged
<u>L</u> ookouts - <u>C</u> ommunications - <u>E</u> scape Routes - <u>S</u> afety Zones					<u>L</u> ookouts - <u>C</u> ommunications - <u>E</u> scape Routes - <u>S</u> afety Zones				