



**Wildfire  
Sizeup**

<u>Date</u>	<u>Time</u>	<u>Fire Name</u>
	<input type="checkbox"/> Toned <input type="checkbox"/> Enroute <input type="checkbox"/> Arrival	

<u>Address/Location</u>	<u>Elevation</u>	<u>Latitude/Longitude</u>

<u>Radio Frequencies</u>	<u>Command</u>	<u>Tactical</u>	<u>Staging</u>
BoCo Plan: <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 (800 MHz only)			

<u>Supervisor Name</u>	<u>Position/Identifier</u>	<u>Cell Phone</u>

<u>Fire Size</u>	<u>Structures Threatened</u> <input type="checkbox"/> No	<u>Polygon(s)</u>
	<input type="checkbox"/> Advisory: info <input type="checkbox"/> Warning: prepare <input type="checkbox"/> ORDER: take action	<a href="http://tinyurl.com/bretsa">tinyurl.com/bretsa</a>

Notes

**Weather + Fuels + Topography → Fire Behavior**

<u>Weather Time</u>	<u>Wind → Draw on Map</u>		<u>Temperature</u>	<u>Rel. Humidity</u>
	<u>Speed</u>	<u>Gusts</u>	<u>From</u>	<u>% Change</u>
<b>Forecast:</b>				

<u>Fuel Type</u>	<u>Spread Potential</u>	<u>Position</u>	<u>Slope@Head</u>	<u>Aspect</u>
<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"/> 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

<u>Fire Behavior</u>	<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

**Assess Fire Environment → IRPG Pages 33-52 (Orange)**

**Resource Needs****Complexity:** 5 4 3 2 1

Engines: T6\_\_\_ T3\_\_\_ T1\_\_\_ Tender\_\_\_ Tactical Tender\_\_\_  
 Crews: Hand\_\_\_ Mit\_\_\_ Helicopter SEAT Tanker MMA  
 Overhead:TFLD\_\_\_ DIVS\_\_\_ STAM MEDL OPS IC IMT

**Notes****ICS Resource Tracking and Staging**

<u>IC</u>	<u>OPS</u>			<u>Staging</u>
<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD	<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD			<input type="checkbox"/> DIVS___ <input type="checkbox"/> TFLD
<b>Agency/Identifier</b>	<b>Type</b>	<b>People</b>	<b>Time</b>	<b>Assignment</b>
<b>1</b>				<input type="checkbox"/> Staged
<b>2</b>				<input type="checkbox"/> Staged
<b>3</b>				<input type="checkbox"/> Staged
<b>4</b>				<input type="checkbox"/> Staged
<b>5</b>				<input type="checkbox"/> Staged
<b>6</b>				<input type="checkbox"/> Staged
<b>7</b>				<input type="checkbox"/> Staged
<b>8</b>				<input type="checkbox"/> Staged
<b>9</b>				<input type="checkbox"/> Staged
<b>10</b>				<input type="checkbox"/> Staged

**Lookouts - Communications - Escape Routes - Safety Zones**