|  |  |  |  |
| --- | --- | --- | --- |
| **Incident Name:**  Snake River Complex  ID-CMS-000604 | **IR Interpreter(s):**  Zack Muirbrook  Zack.muirbrook@usda.gov | **Local Dispatch Phone:**  Grangeville Dispatch  208-983-6803 | **Interpreted Size:**  108,794 Acres  **Growth last period:**  1,232 Acres |
| **Flight Time:**  1940 PDT  **Flight Date:**  07/25/2021 | **Interpreter(s) location:**  Idaho Falls, ID  **Interpreter(s) Phone:**  208-221-3775 | **GACC IR Liaison:**  Tim Stauffer  **GACC IR Liaison Phone:**  406-529-6366 | **National Coordinator:**  Tom Mellin  **National Coord. Phone:**  505-301-8167 |
| **Ordered By:**  David Greenwood  973-907-4694 | **A Number:**  A-43 | **Aircraft/Scanner System:**  N350SM/Phoenix | **Pilots/Techs:**  John |
| **IRIN Comments on imagery:**  5 passes, good data | | **Weather at time of flight:**  Clear | **Flight Objective:**  IR heat perimeter and heat sources |
| **Date and Time Imagery Received by Interpreter:**  07/25/2021 2215 PDT | | **Type of media for final product:**  IRIN Daily Log, Shapefiles, File Geodatabase, KML, PDF Maps  **Digital files sent to:**  NIFS and FTP (Address Below) /incident\_specific\_data/n\_rockies/2021\_fires/2021\_SnakeRiverComplex/IR | |
| **Date and Time Products Delivered to Incident:**  07/26/2021 0235 PDT | |
| **Comments /notes on tonight’s mission and this interpretation:**  I started from a perimeter downloaded from NIFS at 2051 PDT.  Most of the growth was in the unburned islands south Eagle cr and to the NW of it. There were several intense heat patches in the same areas. There was one small spot about a half of an acre outside the perimeter by about 350ft. It east of Eagle Creek road and another unnamed road. There were no other changes to the perimeter. There is still a lot of large scattered heat areas around the unburned islands. And there is a lot of isolated heat and very small scattered heat patches in the rest of the interior with the east and west flanks heat free.  \*I chopped the unburned islands up into much smaller stringy unburned islands based on the scattered heat found in them. The incident may want to dissolve some of the smaller unburned islands left. Or with approval I can do it on my next interp. | | | |