

Repair Plan Map

Repair Area: **First Creek Fire**
Wolverine Fire

Operational Period **09/18/2015**

Note: Repair items subject to modifications.



- Repair Area: First Creek Fire**
See strategy summary for more detail
1. First Creek Hand Line (DNR)
 2. Handline First Creek 971 Junctions
 3. Handline First Creek 971 Junctions
 4. Handline along Lakeshore
 5. Handline along Lakeshore
 6. Handline at Granite Slide
 7. Dozerline at Shrine
 8. Handline at Mission Harbor
 9. Dozerline at Gravel Pit
 10. Handline at Morning Sun Drive
 11. Dozerline at Morning Sun Drive
 12. Handline at 16445
 13. Handline at Barnett
 14. Handline Garage
 15. Handline Piles
 16. Dozerline Barnett
 17. Dozerline Hale
 18. Dozerline Gulf
 19. Road 125
 20. Dozerline Slide Ridge
 21. Dozerline near Bearer
 22. Dozerline near Safety Zone
 23. Dozerline Granite 2
 24. Handline and Cold Trail
 25. Dozerline Granite Falls
 26. Handline 2200
 27. Granite Falls Road
 28. 125 Road

- Repair Area: Wolverine Fire**
Div Y - 25 Mile Contingency Line
See strategy summary for more detail
- Pull Hose from DP-3 to lake;
 - Handline from H-4 to Lake;
 - Dozerline from DP-3 to H-4;
 - Dozerline from DP-12 to DP-8;
 - Handline from DP-18 to DP-12;
 - Dozerline from H-6 to H-5;
 - Handline from Silver Ridge to H-6;
 - Handline at DP-3 Campground;

Notes:

Fire Points Reference

- | | |
|--------------------|--------------|
| Fire Origin | Drop Point |
| Helibase | Camp |
| Helispot | Other |
| Water Source | Staging Area |
| Mobil Weather Unit | Safety Zone |
| Repeater | |

Repair Legend

Repair Area Status	Needed Work	In Progress Work	Completed Work	Agency Approved Work	Ownership	Other Data
Agency Approved	Road Prep/Line Break	Road Prep/Line Break	Road Prep/Line Break	Road Prep/Line Break	WA DNR	Riparian Reserves
Completed	Dozer Line	Dozer Line	Dozer Line	Dozer Line	USFS	Fire Polygon
In Progress	Hand Line	Hand Line	Hand Line	Hand Line	BLM	Fire Protection District
Needed	P-Line	P-Line	P-Line	P-Line	WA State Parks and Rec	120ft. Contours

DIV Y

