Division As	1. Branch				2. Division/Group	2. Division/Group		
3. Incident Name COU	4. Operational Period 04/15/12 Sunday				Day Shift 0700 - 18	Day Shift 0700 - 1800		
5.			Operatior				,	
Operations Chief	KUBIAK			Superviso	MIKE BOT			
Operations Chief(t)		Air Attack Supervisor			GREG HAXBY/STEVE LITTLE(t)			
Operations Chief Night		Safety Officer			GLEN STAPLETON			
6.			Resources As	signed t	his Peri	od		
Strike Team/Task Force/ Resource Designator			Leader		Num of Trans. Pers. Y/N		Drop Off PT./Time	Pick Up PT./Time
D-26 ICT4		BYRC	N HART		1	Ν		
C-2 ASHVILLE IHC	>	MIKE	HONEYCUTT		20	N		
E-23 ENG6/ NM-CIF	4/24	DWA	YNE ERIECHO	1	2	N		
E-55 ENG6 /TRAILF	RIDGE 4/23	McDA	VID,HATFIELD	)	3	Ν		
ENG6 /FL-FNF	#461 4/20	HOW	ARD HARVEY		2	N		
ENG6/ FL-FNF	#462 4/20	LONN	IIE STALCUP		2	N		
D-76 HEQB	4/24	ASHL	EY BAXLEY		1	N		
E-9 TPL2/FL-FSS	4/20	ROBE	RT BURNS		1	N		
E-8 TPL2/FL-FSS	4/20	JERE	MY PARK		1	N		
D-27 ICT4		SUSA	N KETT					
E-126 TPL2/OSC03		REGO	GIE NELSON		1	N		
E-127 TPL2/OSC02		JASO	N LAGO		1	N		
E-44 DOZ2/AR-OU	R	JUST	ICE BEGGS		1	Ν		
7. Control Operations Be prepared to disen Snag Safety/Look-up-	gage from assigned I Look Around.	Divisior	ns and move to	Initial A	ttack.			
CT4/( 2) TRACTOR F	PLOW UNITS/T2DOZ	ZER TO	) BE STAGED	AT ICP.	i			

## 8. Special Instructions

Utilize backers when backing up. Soft spots in the sand surface roads can cause your vehicle to shift abruptly. Stay alert to changing conditions. Fuels are dry and fire danger is predicted to be extreme. Don't be suprised by the fire behgavior and plan your activities based on current and predicted weather.

9. Division/Group Communications Summary											
Function	Frequency - RX	Frequency - TX	Tone	System	Channel	System	Channel				
Command	171.5500	172.3750	146.2	King	4						
Tactical Div/Group	154.2950	154.2950		King	3						
Logistics											
Air to Ground	168.6750	168.6750		King	14						
Prepared by (Resource Unit Leader) Melonie Sellers (t)			Approved by (Planning Section Chief) Phil Weston			Date Prepared T 04/14/12					