



Management Action Point	Conditions	Actions
MAP #11	Fire reaches MAP#11	"Set" condition between MAP 12 and MAP 13 "Ready" condition between MAP 14 and MAP 15
MAP #12	Fire reaches MAP#12	"Set" condition between MAP 13 and MAP 14 "Ready" condition between MAP 14 and MAP 15
MAP#13	Fire reaches MAP#13	"Set" orders will be given to residents along Burns Lake Rd "Set" condition between MAP 13 and MAP 14 "Set" condition between MAP 15 and MAP 16
MAP #14	Fire reaches MAP#14	"Set" orders will be given to residents between MAP 13 and MAP 14 east of Turner River Rd "Set" condition between MAP 14 and MAP 15 "Ready" condition between MAP 16 and MAP 17
MAP #15	Fire reaches MAP#15	"Set" orders will be given to residents between MAP 14 and MAP 15 east of Turner River Rd "Set" condition between MAP 16 and MAP 17 "Ready" condition west of MAP 17
MAP #16	Fire reaches MAP#16	"Set" orders will be given to residents between MAP 16 and MAP 17 east of Post Oaks Rd
MAP #17		
MAP #18	Fire crosses or is anticipated to cross MAP #18. Take into consideration current and expected fire behavior. If large fire growth to the north is anticipated, this may trigger this MAP.	Provide for safety of public and origin personnel to the north. Ready state should already be implemented based on current fire location. "Set" would be if fire leaves current footprint and expands north "Go" would be if fire is anticipated or has crossed MAP 18

**Avian Complex**  
**FL-BCP-018031**  
**Operations**  
 May 13, 2018  
 Branch II and Branch III  
**Buzzard**



61,477 acres  
 Latest Perimeter as of  
 May 12, 2018 @ 1400

- Completed Line
- Uncontrolled Fire Edge
- Event Polygon
- Temporary Vehicle Access
- Maximum Manageable Area
- Management Action Point

- Dip Site
- Helispot
- Water Source
- Drop Point
- Division Break
- Branch Break

- Fire History 2015 & 2016
- Fire History 2017
- Fire History 2018
- Big Cypress National Preserve
- Temporary Flight Restriction

- Campground
- Canoe Access
- Office
- Park/Rest Area

- Trailhead
- Private Structures
- NPS Property

