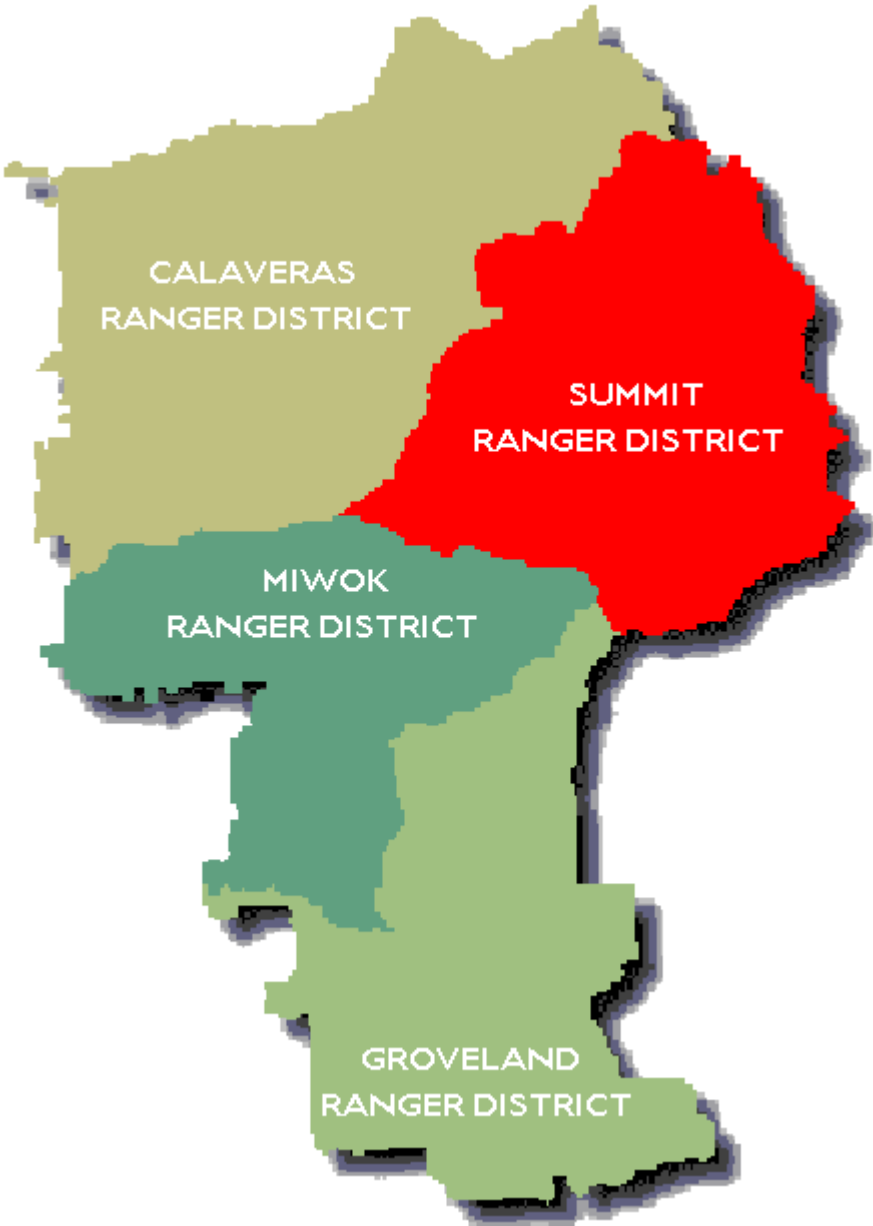


# SUMMIT RANGER DISTRICT





**WILDCAD Run Card**  
**Stanislaus National Forest – Fire Response**

**AREA - 30 (CARSON ICEBERG)**

<b><u>Low Response</u></b> PREVENTION (1): OVERHEAD (1):	<b><u>Unit</u></b> PAT33 DIV1
<b><u>Moderate Response</u></b> PUT ON STANDBY (1):	<b><u>Unit</u></b> H1-STANDBY
<b><u>High Response</u></b>	<b><u>Unit</u></b>
<b><u>Notes</u></b> <ul style="list-style-type: none"><li>- STAGE LOCAL HELICOPTER UNTIL NEED IS DETERMINED</li><li>- DUTY OFFICER REQUEST FOR ADDITIONAL RESOURCES</li><li>- USE RECON</li></ul>	



R 16 E R 17 E R 18 E

# DISPATCH ZONE 31

T 6 N

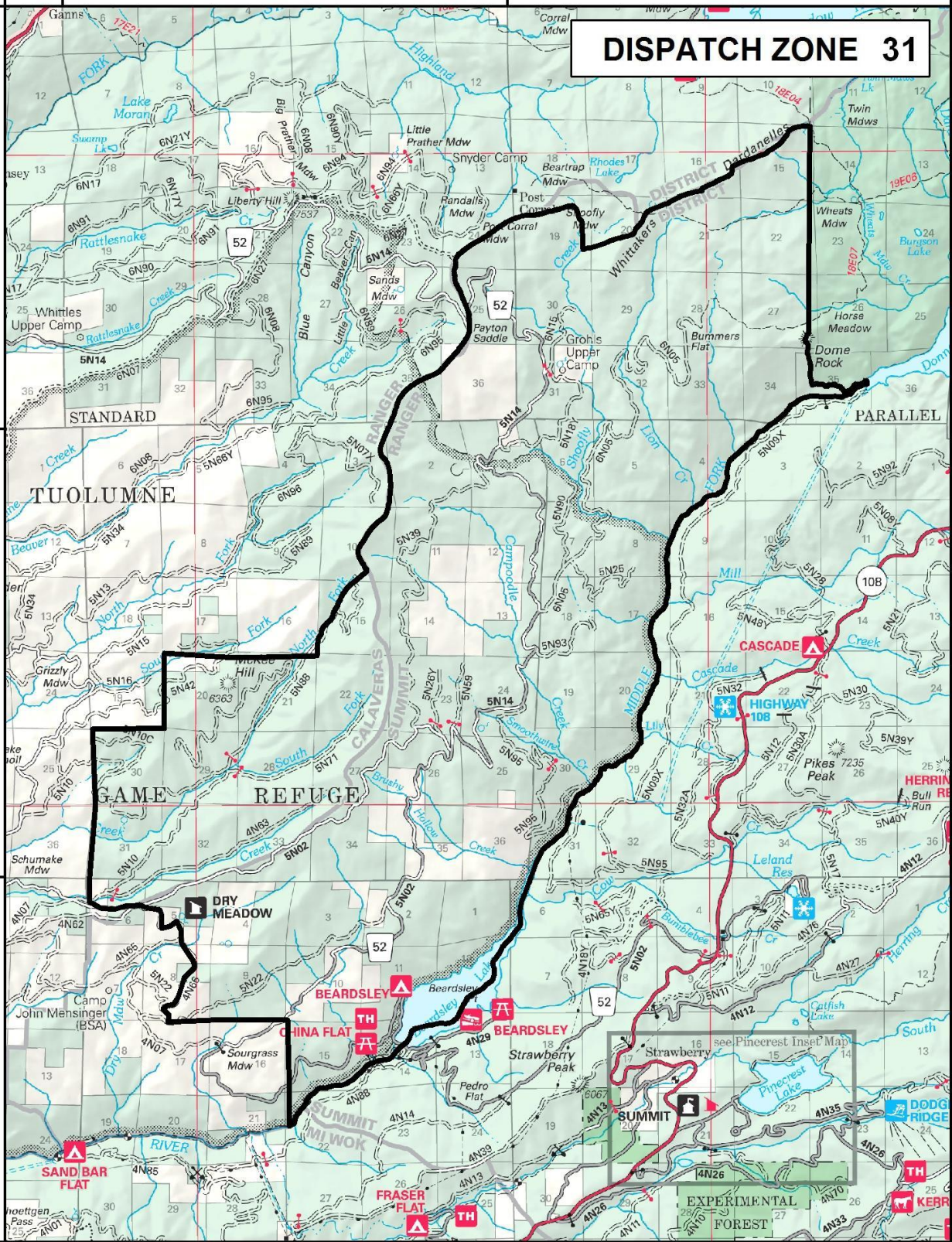
T 6 N

T 5 N

T 5 N

T 4 N

T 4 N



R 16 E R 17 E R 18 E



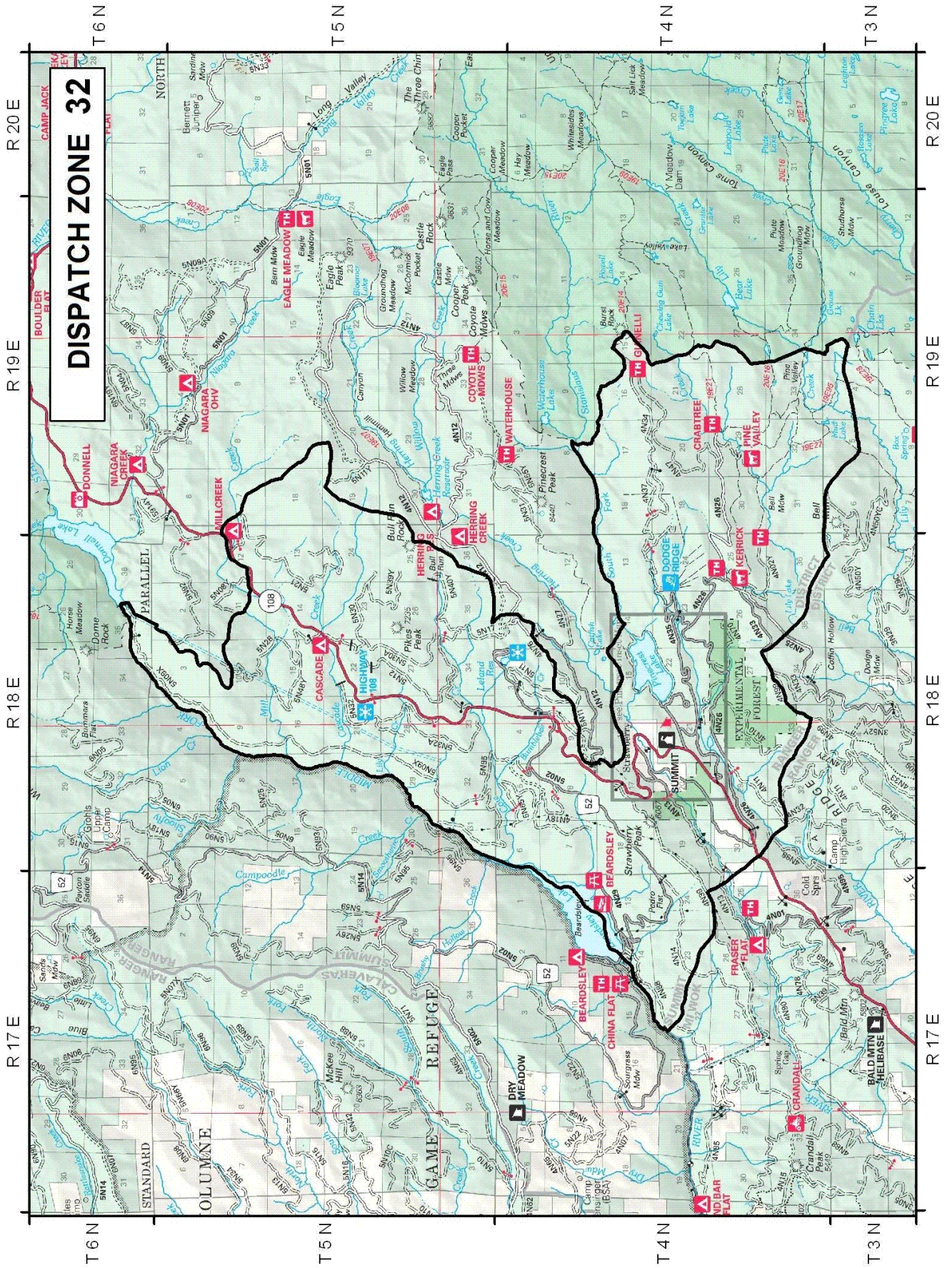
# WILDCAD Run Card

Stanislaus National Forest – Fire Response

AREA - 31 (BEARDSLEY NORTH)

<b><u>Low Response</u></b> ENGINES (2): PREVENTION (1): OVERHEAD (1): LEO (1):	<b><u>Unit</u></b> E334, E4454T PAT34 BAT31 ED7
<b><u>Moderate Response</u></b> ENGINES (1): AIR ATTACK (1): AIR TANKER (1): LEAD PLANE (1): CREW (1): WATERTENDER (1):	<b><u>Unit</u></b> E332 AA440 AT82 LEAD1 CRW3 WT212
<b><u>High Response</u></b> ENGINES (2): AIR TANKER (2): HELICOPTER (1): CREW (1): DOZER (1):	<b><u>Unit</u></b> E312, E333 AT83 HEL517 CRW2 DZ51
<b><u>Notes</u></b> - AIRCRAFT HAZARD, POWERLINES	





DISPATCH ZONE 32

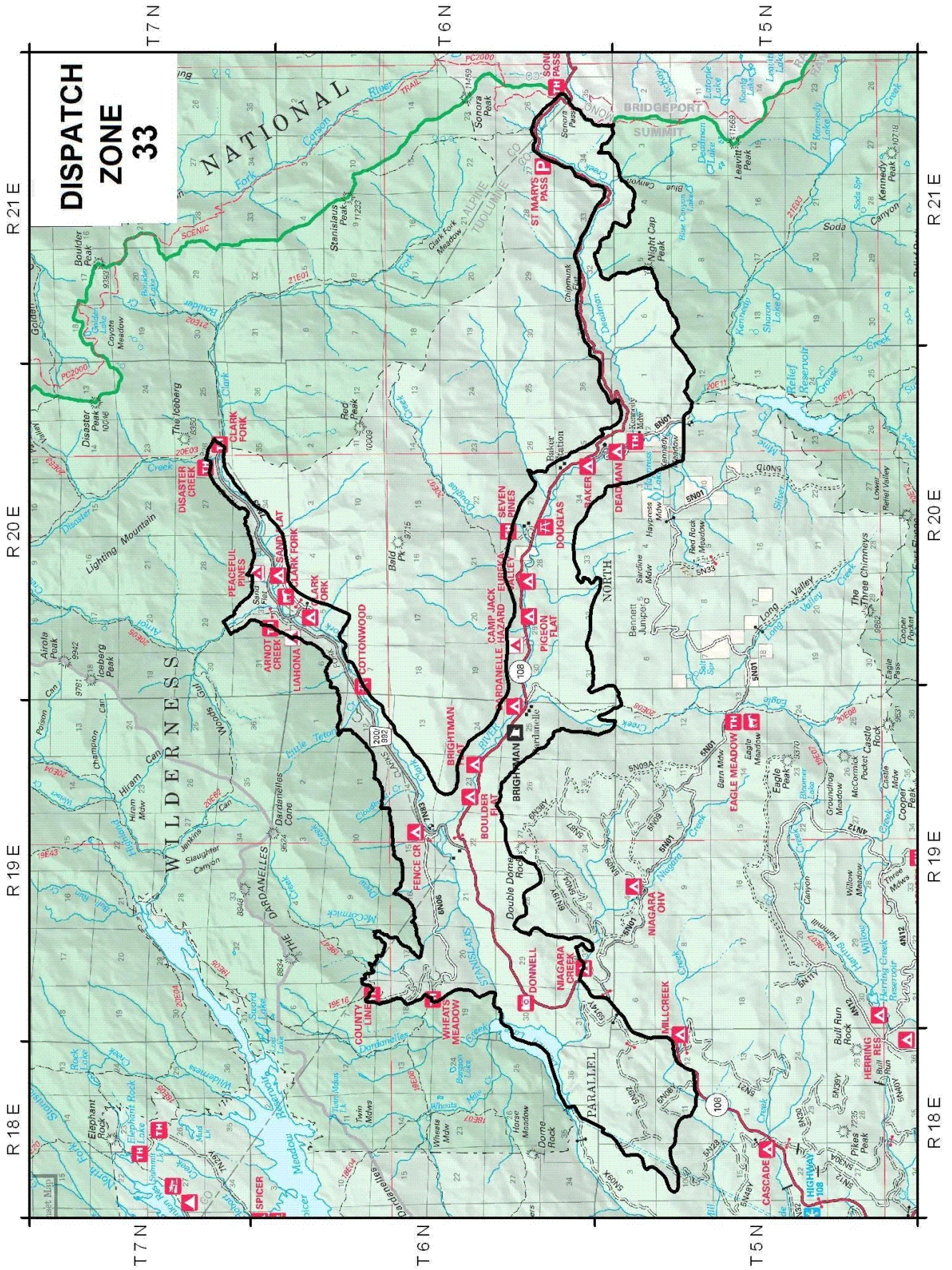
# WILDCAD Run Card

Stanislaus National Forest – Fire Response

AREA - 32 (BEARDSLEY SOUTH/ PINECREST)

<b><u>Low Response</u></b> ENGINES (2): PREVENTION (1): OVERHEAD (1): LEO (1):	<b><u>Unit</u></b> E332, E334 PAT31 BAT31 ED7
<b><u>Moderate Response</u></b> ENGINES (1): PREVENTION (1): AIR ATTACK (1): AIR TANKER (1): LEAD PLANE (1): HELICOPTER (1): CREW (1): WATERTENDER (1):	<b><u>Unit</u></b> E333 PAT34 AA440 AT82 LEAD1 HEL517 CRW3 WT212
<b><u>High Response</u></b> ENGINES (2): AIR TANKER (2): HELICOPTER (1): CREW (1): DOZER (1):	<b><u>Unit</u></b> E312, E4454T AT83 HEL517 CRW1 DZ51
<b><u>Notes</u></b> <ul style="list-style-type: none"><li>- AIRCRAFT HAZARD, POWERLINES</li><li>- ENGINES FOR STRUCTURE PROTECTION IF NEEDED</li></ul>	





**DISPATCH  
ZONE  
33**

# WILDCAD Run Card

Stanislaus National Forest – Fire Response

AREA - 33 (DARDANELLE/CLARK FORK)

<b><u>Low Response</u></b> ENGINES (1): PREVENTION (1): OVERHEAD (1): LEO (1):	<b><u>Unit</u></b> E333 PAT33 BAT31 ED7
<b><u>Moderate Response</u></b> ENGINES (1): HELICOPTER (1): CREW (1):	<b><u>Unit</u></b> E332 HEL517 CRW3
<b><u>High Response</u></b> ENGINES (1): CREW (1): WATERTENDER (1):	<b><u>Unit</u></b> E34 CRW1 WT212
<b><u>Notes</u></b> - ENGINES FOR STRUCTURE PROTECTION IF NEEDED	





**WILDCAD Run Card**  
**Stanislaus National Forest – Fire Response**

**AREA - 34 (EAGLE MEADOW)**

<b><u>Low Response</u></b> ENGINES (1): PREVENTION (1): OVERHEAD (1): LEO (1):	<b><u>Unit</u></b> E333 PAT33 BAT31 ED7
<b><u>Moderate Response</u></b> ENGINES (1): PREVENTION (1): HELICOPTER (1): CREW (1):	<b><u>Unit</u></b> E332 PAT31 HEL517 CRW3
<b><u>High Response</u></b> ENGINES (1): CREW (1):	<b><u>Unit</u></b> E334 CRW1
<b><u>Notes</u></b> - CHECK MAP: MAY BE IN WILDERNESS - USE RECON	



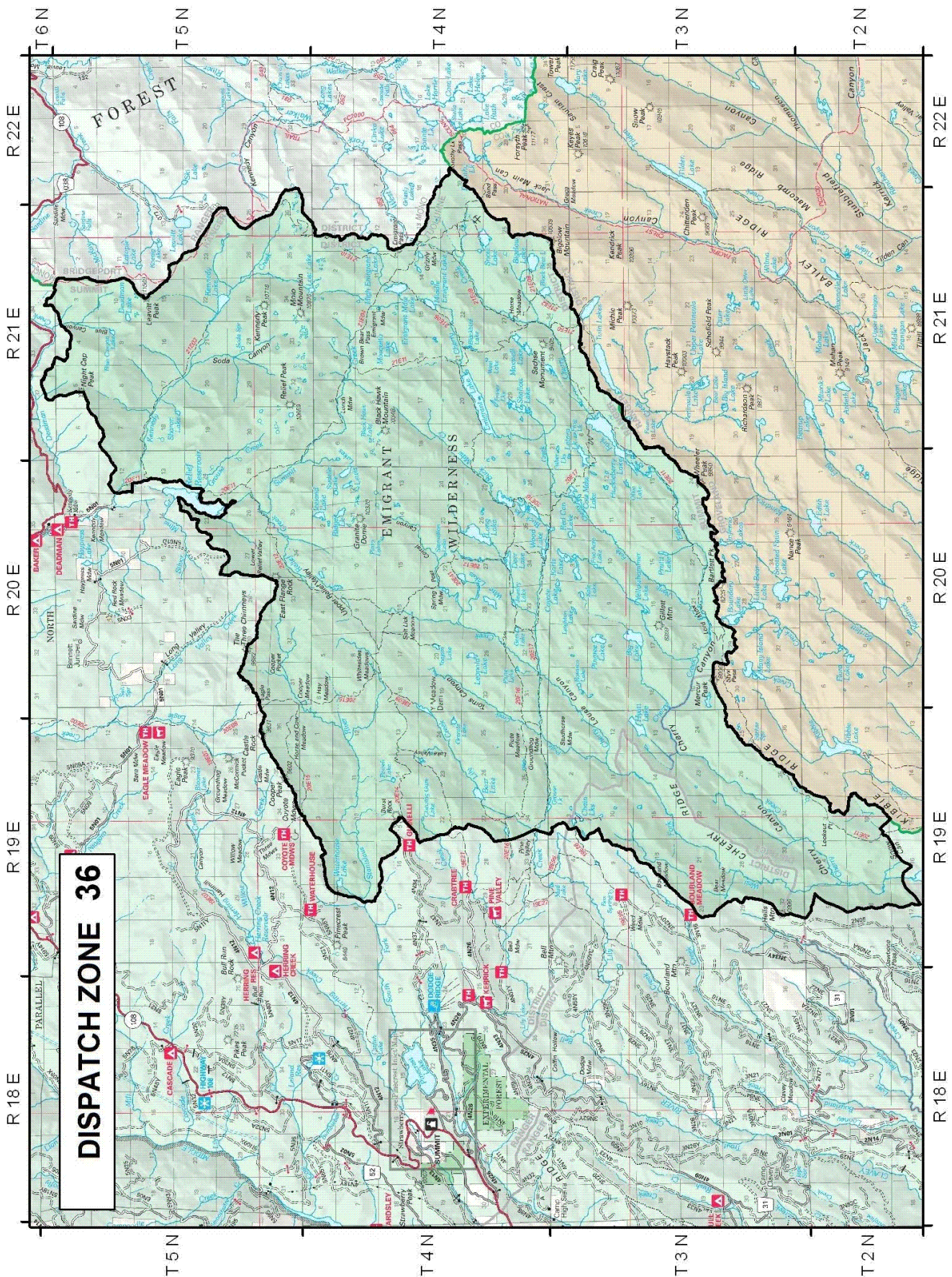


**WILDCAD Run Card**  
**Stanislaus National Forest – Fire Response**

**AREA - 35 (HERRING/HAMMILL)**

<b><u>Low Response</u></b> ENGINES (1): PREVENTION (1): OVERHEAD (1): LEO (1):	<b><u>Unit</u></b> E332 PAT31 BAT31 ED7
<b><u>Moderate Response</u></b> ENGINES (1): PREVENTION (1): HELICOPTER (1): CREW (1):	<b><u>Unit</u></b> E333 PAT34 HEL517 CRW3
<b><u>High Response</u></b> ENGINES (1): AIR ATTACK (1): CREW (1): PREVENTION (1):	<b><u>Unit</u></b> E334 AA440 CRW1 PAT31
<b><u>Notes</u></b> - USE RECON	





**WILDCAD Run Card**  
**Stanislaus National Forest – Fire Response**

**AREA - 36 (EMIGRANT)**

<b><u>Low Response</u></b> OVERHEAD (1):	<b><u>Unit</u></b> DIV1
<b><u>Moderate Response</u></b> PUT ON STANDBY (1):	<b><u>Unit</u></b> H1-STANDBY
<b><u>High Response</u></b>	<b><u>Unit</u></b>
<b><u>Notes</u></b> <ul style="list-style-type: none"><li>- STAGE LOCAL HELICOPTER UNTIL NEED IS DETERMINED</li><li>- DUTY OFFICER REQUEST FOR ADDITIONAL RESOURCES</li><li>- USE RECON</li></ul>	

