

POWER INCIDENT UPDATE

October 13, 2004
7:00 AM

Information: 209-295-0509
295-5987

Due to extreme windy conditions last night between 0100 and 0500 AM, a significant buildup of fire intensity caused the Power Fire to triple in size to 3,000 acres. This was initiated by spotting over 2 miles over the top of the original fire. A 48 unit summer home tract at Bear River, Bear River lodge, Camp Winton Boy Scout Camp, and public campgrounds were evacuated. Highway 88 is closed at Omo Ranch Road and Mormon Emigrant Trail. The Northern California Incident Management Team II will remain to manage the incident for the Eldorado National Forest.

Incident Size: The fire is currently 3000+ acres

Containment: 10% contained with full containment expected 10/30 at 6:00pm

Location: The Fire is located about 17 miles East of Pioneer, California on the North side of Salt Springs Reservoir

Cause: Under Investigation

Current Situation:

- Operational resources will be assuming a defensive posture until air reconnaissance can confirm the extent of the new fire run.
- Emphasis will be placed on structure protection during this operational period.
- Resources include 6 Type 1 hand crews, 6 water tenders, 15 engines, 7 Aircraft with significant resources on order.
- Four injuries to date which include, severe sprain to an ankle and knee as well as a minor wrist sprain and Achilles tendon injury.
- Highway 88 is closed at Omo Ranch Road and Mormon Emigrant Trail.
- Base Fire Camp which is currently located at the Lumberyard Fire Station, will be moved to Iron Mountain Ski Resort on Mormon Emigrant Trail and 88.

Fire Conditions:

The fire is located in extremely steep terrain with heavy fuel accumulations. The Relative Humidity is very low (14-20%) and due to the windy conditions spotting may occur. A "Red Flag" warning will remain in effect.

For further fire information please call (209) 295-5987 or (209) 295-0509 or you can go the Eldorado National Forest website at: www.fs.fed.us/r5/eldorado click on current incidents.