Portfolio

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To: Professor Dvorak From: Mark Kolodii Date: 10/07/24

Subject: Use Case for the Standard Operating Procedure

Title: "How to Start a Campfire"

Overview

Below are two use cases for the "How to Start a Campfire" SOP. The first is a happy path illustration for how to get a fire going. The second showcases what happens when no large logs are available to fuel the fire.

Location

A campground in a California State Park.

Necessary Items

Tinder - paper, straw, leaves
Kindling - sticks, pinecones, tree bark
Fuel - logs, coal, charcoal, cardboard
Bucket of Water
Marshmallows

Actors

John Smith, avid camper and outdoor enthusiast.

Happy Path - Normal scenario

Description

John Smith has set up his campground and is in need of a fire.

Pre-condition

John Smith has gathered all necessary ingredients to start a fire at his lot.

Normal Flow:

- 1. John Smith uses the campground's fire pit.
- 2. John constructs a log stack out of sticks, leaves, and paper.
- 3. Carefully he ignites the tinder and introduces the meager flame to the base of the stack. Letting the flame converge with the remaining kindling and tinder.
- 4. Calmly John blows air into the flame to keep the fire from fading. John makes sure to do this infrequently and breath fresh air away from the smoke.
- 5. John applies leaves and small kindling as the fire grows.

6. John keeps the fire at desired strength by placing larger logs atop the smoldering embers.

Post-condition

John Smith is readily relaxing by the fire he just made. He has a bucket of water to kill the fire when turning in for the night.

Error path - Alternative scenario

Description

John Smith has set up his campground and is in need of a fire. Camp has ceased sale of large fire logs for the day. John Smith will keep a shorter and weaker fire for the night.

Pre-condition

John Smith has gathered all necessary ingredients to start a fire at his lot, sans large logs.

Normal Flow:

- 1. John Smith uses the campground's fire pit.
- 2. John constructs a log stack out of sticks, leaves, and paper.
- 3. Carefully he ignites the tinder and introduces the meager flame to the base of the stack. Letting the flame converge with the remaining kindling and tinder.
- 4. Calmly John blows air into the flame to keep the fire from fading. John makes sure to do this infrequently and breath fresh air away from the smoke.
- 5. John applies leaves and small kindling as the fire grows.
- 6. John keeps the fire at desired strength by continually placing kindling such as sticks, tree bark, and pinecones.
- 7. The weak fuel being used causes John to use more overall material in the form of kindling to keep the fire going.
- 8. John is dissatisfied with the final stick fire and uses the water bucket to call the night to an end.
- 9. John takes marshmallows and enters his tent for the night.

Post-condition

John Smith is in his tent near a cold fire pit filled with wet sticks and kindling.



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Standard Operating Procedure for Starting a Campfire CF-001, Release 3

SOP Scope: CA State Parks
Functional Group: CA State Parks
Author: Mark Kolodii

Document Supersedes: CF-001, Release 2

Approved by:

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1. PURPOSE

This Standard Operating Procedure (SOP) instructs a user to safely light a campfire.

2. SCOPE

This SOP is applicable to recreational campfires within California State Park Campgrounds. This SOP is not intended for tangentially related fires such as beach bonfires, wilderness survival fires, and cooking fires.

3. RESPONSIBILITY

- 3.1 Campground Users are responsible for:
 - 3.1.1 Sourcing this SOP from CA State Parks
 - 3.1.2 Procuring material and equipment
 - 3.1.3 Lighting the campfire
 - 3.1.4 Fueling the fire
 - 3.1.5 Supervising the flame and surrounding area
 - 3.1.6 Extinguishing the firepit when ceasing recreation
 - 3.1.7 Contacting Park Staff and emergency services if needed
- 3.2 California State Parks is responsible for:
 - 3.2.1 Selling firewood to campers
 - 3.2.2 Managing campground lots
 - 3.2.3 Enforcing campground rules and regulations
 - 3.2.4 Keeping log reports of camp activity
 - 3.2.5 Managing emergency situations and contacting further emergency services if needed

4. ASSOCIATED FORMS

- 4.1 Campground Firewood Receipt
- 4.2 Campground Firepit Reservation Receipt

5. DEFINITIONS

- 5.1 Tinder: Easily combustible material needed to start a flame. Examples include leaves, bark, fluff, pine needles, and tinder fungus.
- 5.2 Kindling: Readily flammable material used to grow a flame. Examples include twigs, branches, pinecones, and fatwood.
- 5.3 Fatwood: Resin-soaked wood found within a tree. Highly flammable example of kindling.
- 5.4 Tinder Fungus: Various species of wood bark growing mushroom. Flammable when dry.
- 5.5 Spark: A luminous hot particle. Created from striking flint with steel.
- 5.6 Carbon Monoxide (CO): Colorless, odorless, and poisonous gas formed by incomplete combustion of carbon. Replaces Oxygen (O2) within the lungs.
- 5.7 Gatehouse: A shack used by park staff to collect entry fees for vehicles as well as keep log of campground reservations.



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6. REFERENCES

6.1 Flint and Steel Fire Striker Instruction Set

7. SAFETY

- 7.1 Carbon Monoxide is a byproduct of the burning of firewood. Users should keep a comfortable distance from the burning fire and avoid inhaling the top of the fire column.
- 7.2 A bucket of water is needed to put the fire and/or the embers out. Do not leave a firepit unsupervised, even if there is no active flame. Embers have potential to reignite new material.
- 7.3 Lighter fluid is highly flammable and should be used from a distance. Squirt the fluid bottle from at least 3 feet away to ensure safe distance. Do not store the lighter fluid container near an open fire.
 - 7.3.1 If an accidental ignition of the lighter fluid container occurs keep a distance of at least 12 feet until the subsequent fire shrinks. Use a fire extinguisher to disable the accidental fire.
- 7.4 A fire extinguisher is crucial in putting out a spreading fire. If the fire is uncontrollable by fire extinguisher: save yourself and escape the reach of the flames.
 - 7.4.1 In case of emergency, contact 911 if possible. Notify Park staff immediately.

8. MATERIALS AND EQUIPMENT

- 8.1 Materials
 - 8.1.1 Logs 1 bundle
 - 8.1.2 Tinder 1 or 2 handfuls
 - 8.1.3 Kindling A generous armful
 - 8.1.4 Lighter fluid 1 container
- 8.2 Equipment
 - 8.2.1 Flint and Steel
 - 8.2.2 Bucket of water
 - 8.2.3 Fire extinguisher
 - 8.2.4 Firepit



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9. MAIN BODY OF SOP — CAMPFIRE STARTING PROCEDURE

- 9.1 Check in with CA State Park staff at the gatehouse
- 9.2 Tape the check-in receipt to your vehicle
- 9.3 Purchase firewood from the campground or bring your own
- 9.4 Set up the campsite and ready the equipment and materials for fire-starting
- 9.5 Utilize the metal firepit provided within the campsite
 - 9.5.1 See the section 7 for important safety information before proceeding.
- 9.6 Place individual logs against each other to form a conical tepee like shape
- 9.7 Pack the tepee with flammable tinder such as leaves and pine needles
 - 9.7.1 If you were provided with a receipt for firewood, you may use it as tinder
- 9.8 Place kindling amongst the logs of the tepee to support the structure.
 - 9.8.1 This should protect the middle of the tepee from wind.
- 9.9 Apply lighter fluid to the log teepee to ensure efficient ignition
 - 9.9.1 See the Safety section for guidelines on lighter fluid use.
- 9.10 In a spot sheltered from wind, strike the flint with the steel onto a bundle of tinder
 - 9.10.1 Refer to the instructions provided with your flint and steel, if necessary
- 9.11 Once a flame is created, lightly blow onto it to keep it oxygenated
- 9.12 Transfer the flame to the kindling at the base of the constructed tepee.
- 9.13 The teepee should catch and sustain flame
 - 9.13.1 If the flame is not catching or is fading, apply a 3 second squirt of lighter fluid to the flame.
- 9.14 After the fire has grown by at least 50% fuel the fire with additional logs.
- 9.15 Carbon Monoxide may be expelled from the top of the smokestack.
 - 9.15.1 Take care to not directly inhale fumes from the campfire. See Safety for more information.
- 9.16 Utilize a bucket of water to smother the flame and/or embers once the campfire is no longer needed.
 - 9.16.1 An unsupervised flame can cause a wildfire.
- 9.17 Utilize a fire extinguisher in case of a fire emergency.
 - 9.17.1 If the fire grows to unsafe levels: save yourself and vacate the area.
- 9.18 Clean and vacate the campsite when your stay is expired
- 9.19 Campground staff will ensure the campsite and firepit are serviceable for the next guest

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10. DOCUMENTATION

- 10.1 CA State Park employees must
 - 10.1.1 Keep log of guest's name and campsite number
 - 10.1.2 Ensure camp-lot and firepit cleanliness
 - 10.1.3 Record firewood sales

11. HISTORY

Release No.	Effective Date	Reason/Justification for Change
1	10/21/24	First draft.
2	11/13/24	Second draft with updates to safety and procedures.
3	11/19/24	Third draft for final submission. Updated release info, increased references to the safety information, edited section 10.
4	«effective_date»	New

12. ATTACHMENTS

N/A

To: Professor Dvorak

From: Mark Kolodii

Date: 10/12/24

Subject: Fender Bass Amplifier Buying Guide for Users

Audience

Beginner bass guitar players, live-music performers, and users outfitting music venues.

Abstract

Fender provides a wide range of options of amplification for bass guitars. This document aims to explain the amplification options provided by them. Greater usage of power, i.e. wattage (W), is required to to amplify the low frequency tones produced by a bass guitar. The higher

include either a singular combination (combo) amp or a separated amp + speaker cabinet

the wattage of a bass amplifier (amp): the higher the noise output. Typical user setups

(cab). Having a separated approach allows for interchangeability of cabs and lighter baggage

for traveling performers. Users will consider their practical needs: a cheaper and smaller

wattage amplifier will be perfectly reasonable for quieter at-home practice. A larger wattage

and pricier amp will be necessary for higher volumes and performances.

9

Overview of Steps to be Followed

- 1. Use your personal phone or computer to view Fender.com
- 2. Locate the "Amps & Audio" tab. This will reveal Bassman Pro and Rumble.
- 3. Click "Shop All Bass Amps" or open the above into 2 separate windows.
- 4. Pick and choose from the Rumble combo amps, Rumble cabinets, Bassman cabinets, Bassman amp heads, and sole Rumble amp head.
- 5. Add desired choices to the shopping cart.
- 6. Choose whether to order online or find it in store.
- 7. Finalize the checkout process.
- 8. Receive the product(s).

Combo Amps

A combo amp combines the electronics of the amplifier head to the speaker(s) of the cabinet. This streamlines the amp into one complete package. Beginners will find that the lower wattages allow them to comfortably practice and learn their instrument. Users will consider purchasing a 15 or 25 watt amplifier if they are of beginner level. A high wattage combo amp is also suitable for live performances and producing high volumes. Below are the Fender Rumble combo amp options:

- 15 W at \$90
- 25 W at \$130
- 40 W at \$230
- 100 W at \$330
- 200 W at \$580
- 500 W at \$650
- 800 W at \$850

Amplifier Head

If the user desires an amplifier without a speaker: they can opt-in for the head and cabinet approach. This approach involves purchasing the electronics and speaker(s) separately.

Owning an amplifier head is lighter than owning a combo amp. Performance venues often have speakers for the amplifier head to connect with. In such situations, a performing user can opt in to purchase an amp head exclusively. The user can choose one of the following:

- Rumble 800 W at \$750
- Bassman 800 W at \$1,250
- Super Bassman 300 W at \$2,120

Users would choose a Bassman pro series amp head if they require elevated sound quality, noise range, and performance clarity.

Speaker Cabinet

Once the user has chosen or acquired an amplifier head, there will often be a need for speaker cabinets. The user must acquire X amount of cabinets to match their amplifier's wattage. For example, the rumble 800 amp head will require 7x115 cabs, 4x210 cabs, 2x410 cabs, or any mix equaling or greater to 800 W. Music venues will purchase many cabinet options for ample wattage coverage. Multiple cabinets can be connected through XLR ports in the rear of the speakers. Fender offers the following bass cabinet options:

Rumble Series Cabinets:

- 115 W at \$400
- 210 W at \$500
- 410 W at \$600

Bassman Series Cabinets:

- 115 W at \$890
- 410 W at \$1,080
- 610 W at \$1,780
- 810 W at \$1,880

Conclusion

Users will choose their desired amplifier depending on their financial budget and performance/volume expectations. Fender's products increase in MSRP in conjunction with wattage. Amplifier wattage increases in accordance with volume output. Small wattage amplifiers are perfectly suited for at-home and practice use. Performing users will likely need higher wattage amplifiers and/or larger/more cabinets. Musical venues often purchase dozens of cabinets for rotating musicians. Combo amps are good choices for users with limited budget and space. Amplifier heads are best for users with more than one cabinet. Users are able to select an optional protection plan for an added fee. A protection plan warranties a product against accidental damage, product breakdowns, and repairs at no additional cost. Users can continue through virtual checkout or locate the product at a store. By adding the product to the shopping cart they can proceed with checkout finalization.

See Also-October 2024

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