

BURNED AREA REPORT

DATE: Nov. 21, 1988

PART I - TYPE OF REQUEST

1. A. Funding Request
2. A. Initial

PART II - FIRE LOCATION

1. Fire name: FREEMAN TRAIL
2. Supervisors Fire Number: 036
3. State: IDAHO
4. County: IDAHO
5. Region: 01
6. Forest: NEZ PERCE
7. Ranger District: MOOSE CREEK (06)
8. Date Started: AUGUST 11, 1988
9. Date Controlled: NOV. 3, 1988
10. Estimated suppression costs: COSTS INCLUDED IN \$1,120,000 FOR MOOSE CREEK INCIDENT WHICH INCLUDES FIRES REPORTED AS FREEMAN TRAIL, GARDINER, FOOTSTOOL, AND UPPER BEAR.
11. Fire suppression damage repaired with FFF 102 funds:
 - a. . 0 . miles of firelines waterbarred
 - b. . 0 . acres of firelines seeded
 - c. . . . other (identify) _____
12. Fire intensity 65 % low 30 % medium 5 % high

PART III - NATIONAL FOREST SYSTEM PROBLEM INVENTORY

1. Watershed Number: 17060302-05-08, -09, -10 AND 17060301-02-01, -03, -16
2. NFS acres burned: 23,220
3. Water repellant soil: 60 % NFS acres burned BASED ON SIMILAR FIRES IN SIMILAR VEGETATIVE TYPES
4. Vegetation types: SUBALPINE FIR, DOUGLAS-FIR, GRAND FIR HABITAT TYPES
5. Geologic types: GRANITE, GNEISS
6. Soil erosion hazard rating: 1 % low 59 % medium 40 % high
7. Erosion potential: 144 cu.yd./sq.mi.
8. Miles stream channel by regional order or class: (1) 28.5 (2) 14.4 (3) 3.8
9. Miles FS trails: 32
10. Miles FS roads by maintenance level:
 - a. 0 (level I)
 - b. 0 (level II)
 - c. 0 (level III, IV, V)

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PART IV - CALCULATED RISK AND CLIMATIC EVALUATION

1. Est. veg. recovery period: 3 years
2. Chance of success desired by management: 90 %
3. Equivalent design recurrence: 100 years
4. Related design storm duration: 1/2 hours
5. Related design storm magnitude: .80 inches
5. Related design flow: 71 cfsm
7. Estimated reduction in infiltration: 20 %
8. Adjusted related design flow: 85 cfsm

PART V SUMMARY OF SURVEY AND ANALYSIS

1. Skills represented on burned area survey team (list as appropriate):
SOILS, HYDROLOGY, FIRE
2. Describe emergency: NO EMERGENCY EXISTS. MANAGEMENT OBJECTIVES (3) CAN BE MET THROUGH NATURAL RECOVERY PROCESSES.
3. Emergency rehabilitation objective:
 - A. MAINTAIN SOIL PRODUCTIVITY AT EXISTING OR NEAR EXISTING LEVELS.
 - B. MAINTAIN STABILITY AND INTEGRITY OF DOG, PETTIBONE, MONUMENT, TROUT, AND SQUAW CREEKS.
 - C. MAINTAIN WATER QUALITY OF THE ABOVE STREAMS FOR FISHERIES HABITAT AND OTHER BENEFICIAL USES.
4. Probability of completing treatment prior to first major damage producing storm:
Land 80 % Channel NA % Roads NA % Other %
5. Net Environmental-quality benefit index: NOT SIGNIFICANT
6. Net Social-well-being benefit:
7. Benefit/cost ratio:
8. Net benefits: \$
9. Cost effectiveness index (choose one): a. I b. II c. III d. IV

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PART IV ELIGIBLE EMERGENCY REHABILITATION MEASURES OR TREATMENTS AND SOURCE OF FUNDS

(Emergency rehabilitation is work done promptly following a wildfire and is not to solve watershed problems that existed prior to the wildfire.)

		NFS LANDS				OTHER LAND				total \$
		Units cost	Unit #	units \$	FFF 092 \$	other \$	units #	federal \$	non-fed \$	
A. LAND
SEEDING	Acres

B. CHANNELS
opening water courses	Miles

stabilizing streambanks	Miles

C. ROADS & TRAILS	Miles

MAJOR STRUCTURES	Each

E TOTAL

PART VII - APPROVALS

Forest Supervisor approval and date: /s/

Regional Forester approval and date: /s/

Table 1. Environmental Quality Benefit Index

1 Environmental Quality Criteria	2 Weighting Factor 1-10	3 Without Adverse Effect Index (0-2)	4 Treatment Weighted Value	5 With Treatment Adverse Effect Index (0-2)	6 Weighted Value	7 Net Difference Benefit Index (0-2)	8 Weight. Value
Erosion and Sediment	10	1	10	1	10	0	0
Aesthetic Land Quality	10	1	10	1	10	0	0
Water Qaulity	10	1	10	1	10	0	0
Site Productivity	5	0	0	0	0	0	0
Fish Habitat	10	1	10	1	10	0	0
Wildlife Habitat	8	0	0	0	0	0	0
Total	53	X	40	X	40	X	0
Average Weighted Index =			.75	X	.75		0

Net Environmental Quality Benefit Index = 0

Significance Index:

0.7 or higher = Significant Benefit (S)

Less than 0.7 = No Significant Benefit (NS)

Adverse Effect Index (with and without treatment):

0 = Little or no expected damage

1 = Moderate potential damage

2 = High potential damage