

# Fire Danger Rating

**EFFECTIVE DATE OF REPORT – 0600 11 August 2025**  
**FIRE DANGER IS HIGH - Use extra caution. Fires start easily.**



## LIVE FIRE RANGES

### Restrictions

1. All HIMARS live fire requires face to face with range safety prior to going into a hot status.
2. Ground, airborne pyrotechnics and simulators, **ARE NOT** authorized.
3. The use of tracers **ARE NOT** authorized on R-206, R-208C, R-300, R-600, LFAM 600, R-800, R-800 TRENCHES, R409A, LFAM 706, LFAM 710A, and LFAM 710B.
4. All demolitions **MUST** be conducted in cleared area, vegetation no closer than 25 meters.
5. Burning increments and powder must only be conduct at AFAs 16, 31, 43, MP1, MP6, MFA 14, R-218A & R-215A Burn Pits and R-408 Concrete Pad, unless otherwise coordinated with LONGRIFLE.

### Exceptions

1. Artillery and Mortar HE, Smoke/WP and Illum is **authorized**.
2. Hand Smoke Grenades and CS are **authorized** when utilized in a “tall” ammo can within a previously burned or cleared areas, wind permitting.
3. Aerial Gunnery and RW TACP are **authorized** to utilize all certified munitions.
4. Use of 30mm and 25mm tracers in (100 RPM rate of fire) are **authorized**.
5. Use of Carl Gustaf (MAAWS) Illum is authorized, wind pertaining.
6. Use of tracers on R208C with Machine Guns **ONLY** are authorized on TRP 1.
7. Use of Arty Simulators on R208C are **authorized**.

## TRAINING AREAS

### Restrictions

1. Ground, airborne pyrotechnics and simulators, **ARE NOT** authorized.
2. Perimeter Training Areas - (Bravo I, Bravo II, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, India, Juliet, Lima, Mike, November, Sierra or Yankee) Ground pyrotechnics, demolitions and heat/flame producing devices (including blanks, smoke grenades, and smoking) **ARE NOT** authorized in perimeter training areas.

### Exceptions

1. Interior Training Areas - Blanks are **restricted** to clear areas.
2. Interior Training Areas - Hand Smoke Grenades and CS are **authorized** when utilized in a “tall” ammo can within a previously burned or cleared areas, wind permitting.
3. Scout Snipers are **authorized** blanks in all areas.
4. SESAMS are **authorized** in all areas.
5. Hunting with Rimfire, Centerfire, Pellet Blackpowder (209 Primer) and Archery Tackle **is authorized** in all scheduled areas.

## MOUT/COMBAT TOWNS

### Restrictions

1. Ground, airborne pyrotechnics and simulators **ARE NOT** authorized.
2. Blanks and Pyrotechnics **ARE NOT** authorized at Bravo 1 Combat Town, Bravo 2 Combat Town, Bravo 2 Raid Site, Camp Deluz, Deluz Combat Town, or Case Springs Combat Town.

### Exceptions

1. Blanks, smoke/CS (in an ammo can), SESAMS and generators are **authorized** when used in a clear area inside the confines of MOUT/Combat Towns not listed in restrictions.
2. Use of flash bangs within confines of the structures of MOUT/Combat Towns is **authorized**.

## MISCELLANEOUS

### Restrictions

1. Vehicular activity on all training roads shall be IAW with the current Road & River Report.
2. Generators will only be utilized in cleared areas with spill kits.
3. Mowing is authorized in cleared areas with all spark producing object (i.e. rocks) removed.
4. Smoking is only permitted on cleared areas.

### Exceptions

1. **None**