

Fire Danger Rating

EFFECTIVE DATE OF REPORT – 0600 31 August 2026

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 clear area, vegetation no closer than 25 meters.
5. Burning increments and powder must only be conducted at AFAs 16, 31, 43, MP1, MP6, MFA 14, R-218A & R-215A Burn Pits and R-408 Concrete Pad, unless otherwise coordinated with RCO.
6. When utilizing steel targets on non-HHIA ranges, vegetation **MUST be clear around target to 25 feet.**

Exceptions

1. Artillery and Mortar HE, Smoke/WP and Illum are **authorized**, wind permitting. **MUST** burn out prior to deck.
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 dependent. **MUST** burn out prior to deck.
6. Use of tracers on R208C with Machine Guns **ONLY** are authorized on TRP 1.

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, FOB Sierra, IIT or Case Springs Combat Town.

Exceptions

1. Blanks, smoke/CS (in a “tall” 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 clear areas with spill kits.
3. Mowing is authorized in clear areas with all spark producing objects (i.e. rocks) removed.
4. Smoking is only permitted in clear areas.

Exceptions

1. **None**

Note: Fire breaks are to remain unoccupied except for transition or access by CPFD personnel when responding to fire emergencies.

DISTRIBUTION: DoW COMMUNITY ONLY