



# STATE MOBILIZATION INCIDENTS

## Documenting Wildfires

It is recommended to fill out all fields for a comprehensive incident report.

If a wildfire starts within your agency's jurisdiction, a full incident report should be completed by your agency. If you are providing Mutual Aid resources to Idaho Department of Land, Forest Service or BLM for wildland fire, including a Mobilization fire, your Mutual Aid code is 5 – Other Aid Given and the Basic and Fire or Wildland needs to be completed.

Per the United States Fire Administration's for NFIRS reporting, if your agency is providing mutual aid to another agency on a wildland fire and the fire crosses into your jurisdiction, a complete NFIRS report will need to be completed by your agency as this is no longer considered mutual aid.

### Unprotected Lands

If your agency responds to a fire in unprotected lands, complete an entire NFIRS report, and select "**5 – Other Aid Given**" under the Mutual Aid section.

### Authority Having Jurisdiction over the Incident

- Full Incident report, including all required modules
- Report all Civilian Fire Casualties (injuries or death), if they occur
- Fire Service Casualties (injuries or death) for your agency, if they occur
- Record Estimated Dollar Loss – this is required for all fires
- Narrative/Remarks – This is also a good place to list the agencies who aided you during the incident

### Agency Providing Aid and Documenting the Incident (Mutual Aid code 5 – Other Aid Given)

- Basic and Fire or Wildland Module is required
- Record the FDID and Incident # of the AHJ in the Mutual Aid section (If you have it)
- Record your agency's Fire Service Casualties (injury or death), if they occur
- DO NOT record Civilian Fire Casualties – this is the responsibility of the AHJ
- DO NOT record Estimated Dollar Loss – this is the responsibility of the AHJ
- Apparatus/Personnel Module – Not required, but it is highly recommended to complete this module. It allows you to document the resources you provided to help mitigate the incident