



# Kootenai River Complex

## Wildfire Fact Sheet

Monday, Sept. 12, 2022 at 9:00 AM



Inciweb: <https://inciweb.nwcg.gov/incident/8378/>

Email: [2022.kootenai@firenet.gov](mailto:2022.kootenai@firenet.gov)

Facebook: <https://facebook.com/USFSIPNF>

Fire Information Phone: 208-202-5021

Boundary County Emergency Line: (208) 696-2626

**Incident Command:** Type 2 Northern Rockies Incident Management Team 4, Rick Connell, I.C.

**Estimated Size:** 19,708 acres

**Completion/Containment:** 0%

**Personnel:** 346

**Current Status:** The Russell Mountain and Trout Fires burned together and will now be called the Russell Mountain Fire. Fire activity on the Russell Mountain and Katka Fires continues to be a low intensity, backing ground fire that has been slowly moving downhill. Firefighters continued to improve fireline and remained in place during both the day and night shifts to hold and suppress the fire as it reaches the fireline and Westside Road. The Russell Mountain Fire has reached constructed fireline west of the Westside Road and the Westside Road in several locations between Trout Creek Road and Ball Creek Road. Crews have been successful holding the fire in these locations. Due to cloud cover, the overnight infrared detection flight was only able to map the north half of the Russell Mountain Fire showing an increase in size of 404 acres.

**Planned Actions:** Crews will work on handline construction south of the Ball Creek Road area to strengthen and connect with already completed fireline. The fire is expected to continue backing downhill towards the Westside Road and prepared fireline. Firefighters and engines continue to hold and suppress the fire as it reaches the constructed line and road along and near the Westside Road. Crews will begin thinning vegetation in some areas along the west side of the Westside Road. Weather conditions are expected to be smokey with the possibility of north/northeast winds increasing from mid to late in the day. On the Katka Fire, opportunities for fireline will be scouted and fire activity monitored throughout the day. Helicopters are available to be used for water delivery as needed however, wind and smoke conditions could prevent flying.

**Weather:** Cloud cover will spread across the region as a weather system passes to the north in Canada. Outflow winds from thunderstorms could potentially channel through the fire area by mid to late afternoon gusting 10 to 15 mph. Relative humidity levels will drop as low as 30% in the afternoon in the valley.

**Closures:** Due to active fires and fire suppression activities, the Westside Road is restricted to residents-only. Additionally, the following National Forest Trails are now closed: Ball Creek Road (FR 432), Trout Creek Road (FR 634), Russell Mountain (No. 12), Russell Ridge (No. 92), Ball and Pyramid Lakes (No. 43), Pyramid Pass (No. 13), Pyramid Peak (No. 7), Fisher Peak (No. 27), Trout Lake (No. 41), McGinty Ridge (No. 143), Clifty Mountain and Clifty/Burrow (No. 182), Myrtle Peak Trail (No. 286), and Burton Peak Trail (No. 9).

**Evacuations:** There are **NO Evacuations** currently in place. **However, those living on the Westside Road closest to Ball Creek, Burton Creek, and Clark Creek have been placed in the SET fire evacuation status.** SET is the stage of readiness before an actual evacuation takes place. If not voluntarily evacuating already, residents in this stage are advised to at least gather their evacuation supplies or pre-load them into their vehicles to enable a quick exit if evacuation is triggered. Residents of Boundary County, Idaho can visit <https://www.nixle.com> or text their home zip code to 888777 to sign up for emergency alerts. To learn more about **READY SET GO**, visit <https://bit.ly/3wi0jMu>.

**Temporary Flight Restrictions (TFR):** There is a TFR in place for air space over the Katka Fire (2-1234) and the Scotch Creek, Russell Mountain, Eneas Peak, and Trout Fires (2-1621) for aviation safety. Remember that temporary flight restrictions also apply to unmanned aircraft systems (UAS) or drones. **If you fly, we can't!**