



# Russell Incident Final Update



DATE: 7/28/2010, 8:00 AM  
[www.fire.ca.gov](http://www.fire.ca.gov)

**Fire Information Line: (530) 990-5136**

**Incident Name:** [Russell Complex](#)

**Location:** [South East of Little Valley](#)

**Start Date & Report Time:** [7/25/2010 @ 1:30 PM](#)

**Acres:** [250](#)

**Containment:** [90%](#)

**Expected Containment:** [7/28/2010](#)

**Fire Engines:** [59](#)

**Fire Crews:** [29](#)

**Bulldozers:** [4](#)

**Helicopters:** [3](#)

**Airtankers:** [0](#)

**Total Personnel:** [933](#)

**Injuries:** [1](#)

**Structures Damaged:** [0](#)

**Structures Destroyed:** [0](#)

**Water Tenders:** [6](#)

**Cause:** [Lightning](#)

**Current Situation:** [Last night's weather allowed fire crews to continue to strengthen control lines on the Russell Complex. Today, most resources will be released to return to their home units and/or be reassigned to other fires within the state. Remaining resources will patrol the fires checking for any hot spots within the fire's interior. Tomorrow, crews will begin the fire rehab process: removing fire hose, trash and beginning to return the land to its natural state.](#)

[CAL FIRE wishes to thank the local, state and federal agencies that assisted with fire suppression and traffic control, and to also thank the community for their support during this incident.](#)

**Evacuations:** [N/A](#)

**Cooperating Agencies:** [CAL FIRE, U.S. Forest Service, Bureau of Land Management, California Department of Corrections and Rehabilitation, Caltrans, Department of Fish and Game, Inter-Mountain Fair District, Lassen County Sherriff's Office, Sierra Pacific Industries, and Shasta County Public Works.](#)

**Additional Information:** [Due to the projection of substantial fire equipment being released from the incident this morning, be extra cautious when traveling the local roadways.](#)

Residents who need more information can go to [www.fire.ca.gov](http://www.fire.ca.gov) or contact the Russell Fire Information Line at (530) 990-5136.