



PONDEROSA FIRE

Incident Update

Wednesday, August 23, 2012 7:00 p.m.

Fire Information Line: (530) 225-2510

Location: Two Miles East of Manton

County: Tehama and Shasta Counties

Start Date & Report Time: August 18, 2012 11:37 a.m. **Cause:** Lightning

Acres: 27,978

Structures Threatened: 940

Fire Engines: 249

Containment: 61%

Residence Destroyed: 64

Fire Crews: 47

Expected Containment: August 27

Outbuildings Destroyed: 20

Helicopters: 11

Total Personnel: 2,419

Injuries: 4

Bulldozers: 75

Current Situation: Today firefighters utilized hand crews, aircraft, bull dozers and engine crews in a concerted effort to control the fire in the confluence of the Battle Creek and Panther Creek drainages. The fire is approximately 2 miles west of A-line road at Hwy. 36, where contingency lines to the east of the fire are being constructed. Although firefighters made considerable progress in their effort to contain the fire today, the threat to the community of Mineral remains a concern. Evacuations north of the fire were lifted, allowing residents to return to their homes.

An Evacuation Warning is issued for residents who live adjacent to Hwy 36 from Oasis Springs Road to Mineral. An evacuation warning alerts the residents of the potential for evacuation orders.

Evacuations: Canyon View Loop North of Highway 36.

All areas within the fire perimeter are closed to all persons, including residents and property owners.

Evacuation Center: The Red Cross Shelter at Big League Dreams is scheduled to close tomorrow, Friday, August 24, at 12 p.m.

Road Closures: Roads leading South off Highway 44 from Richards Lane to Viola except the following: Long Hay Flat to Fires edge; Rock Creek Road to Bailey Creek; Forward Road east of Cedar Ridge; Rock Creek Road at Ponderosa Way; Ponderosa Way at Rock Creek road; Canyon View Loop North of Highway 36.

Cooperating Agencies: Tehama Co. Sheriff, Shasta Co. Sheriff, CHP, CDCR, CalTrans, SPI, PG&E, Red Cross, CAL EMA, CA Dept. Fish & Game, USFS, & National Park Service