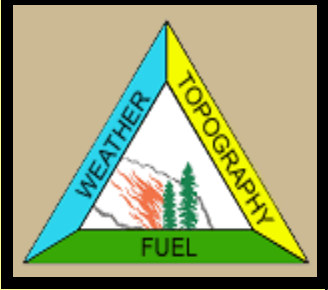
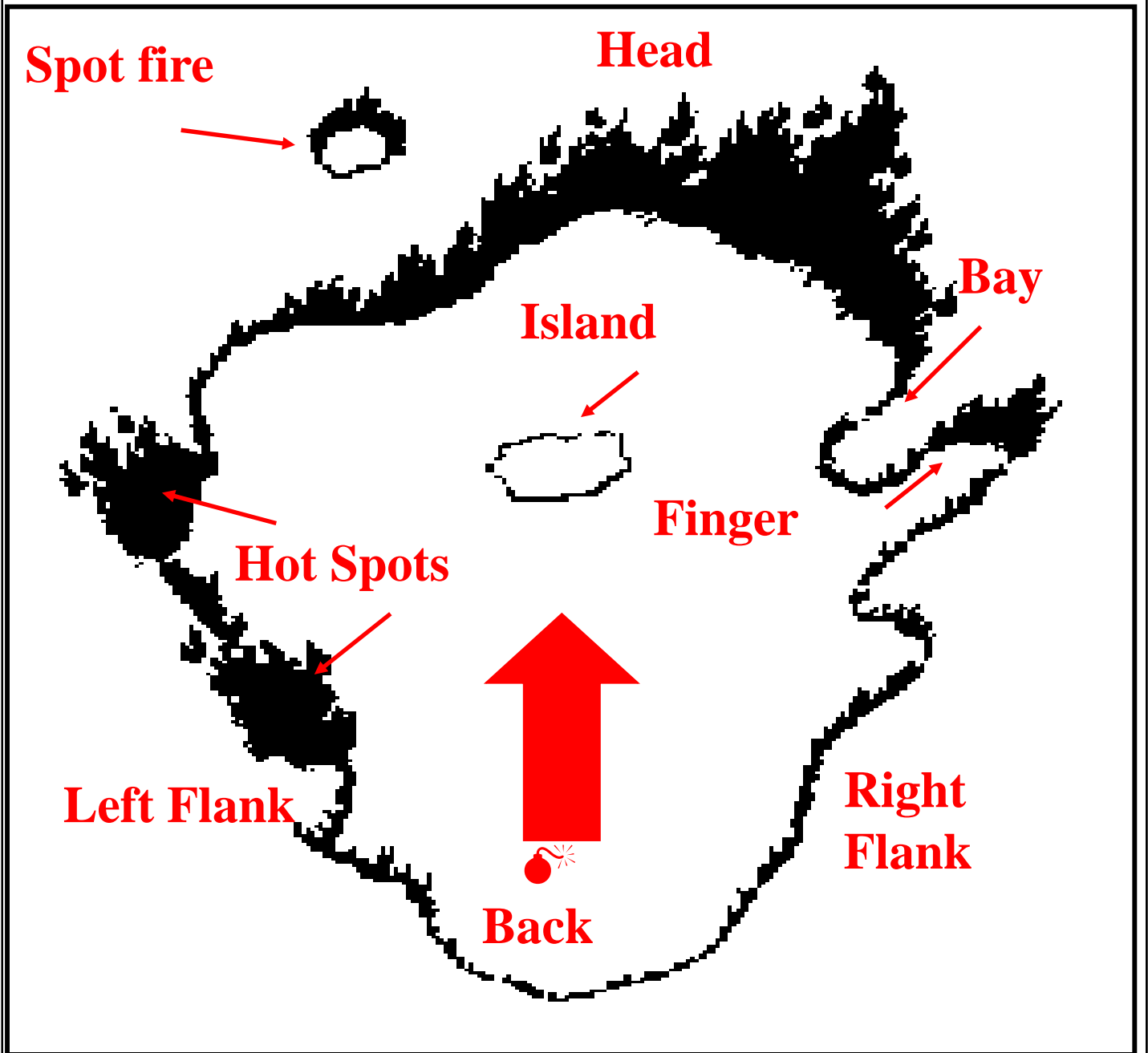




TOPIC 61A
PARTS OF A FIRE

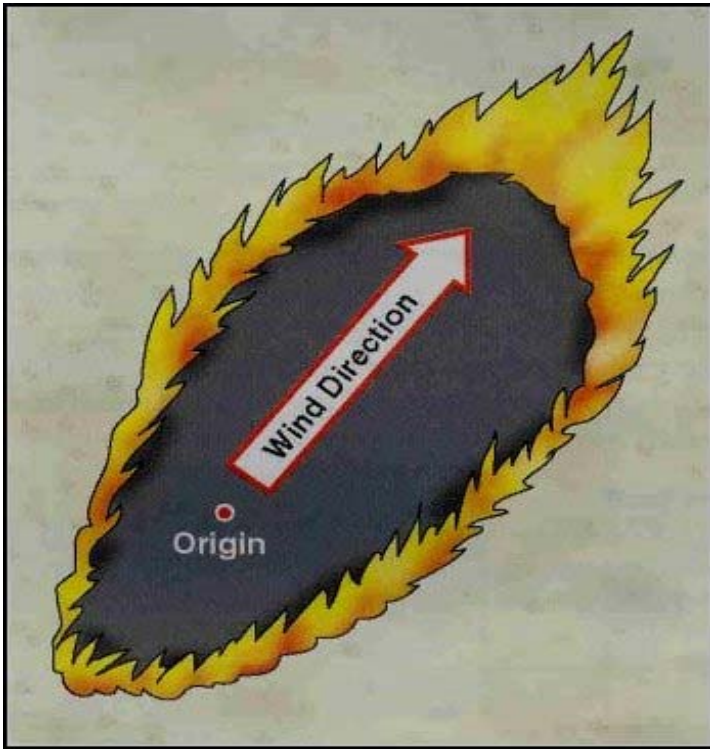
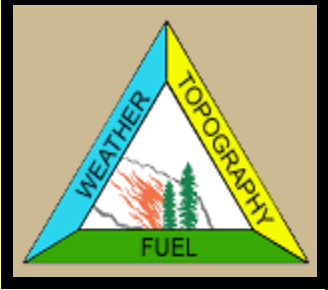


Parts of a Fire



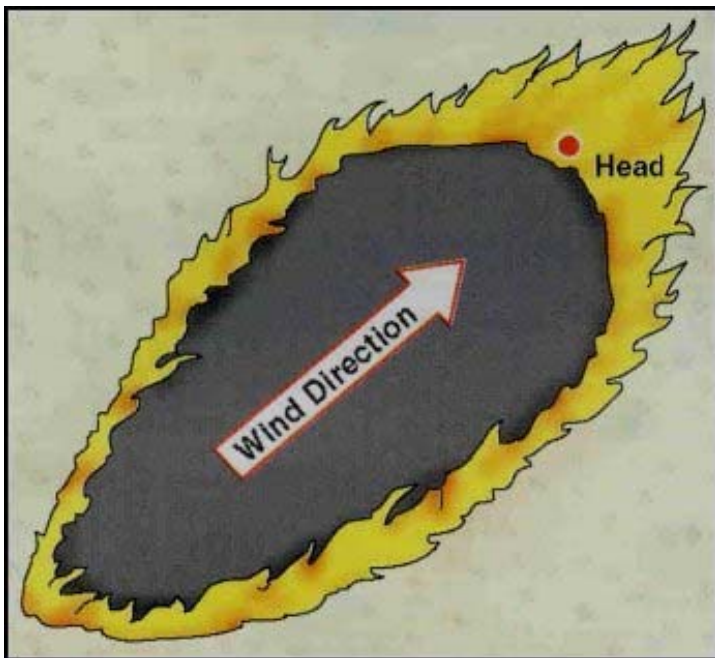


TOPIC 61B PARTS OF A FIRE



The **ORIGIN** is the area where the fire started. It is also the point from which the fire spreads, dependent on the availability of fuel and the effects of wind and slope.

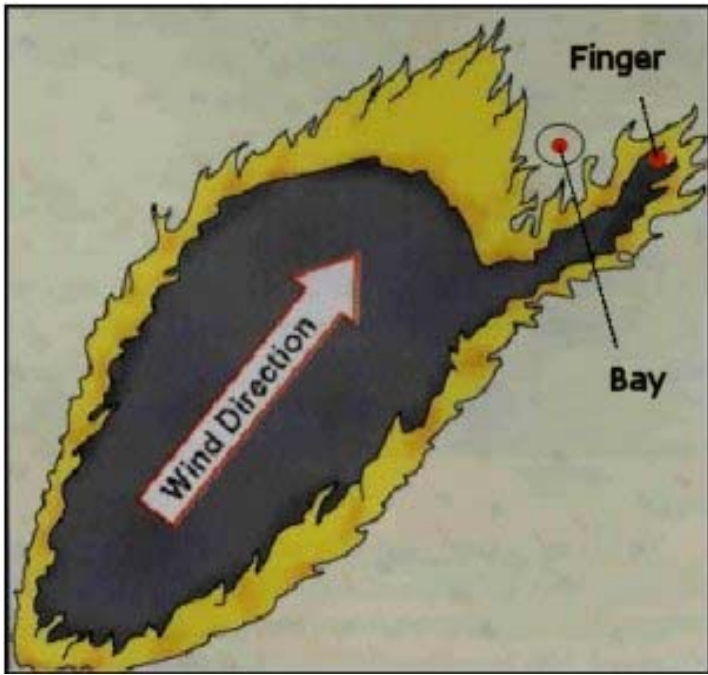
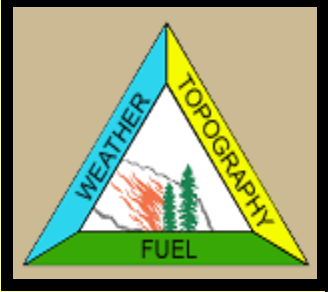
It is important for firefighters to protect this area, especially if arson is suspected.



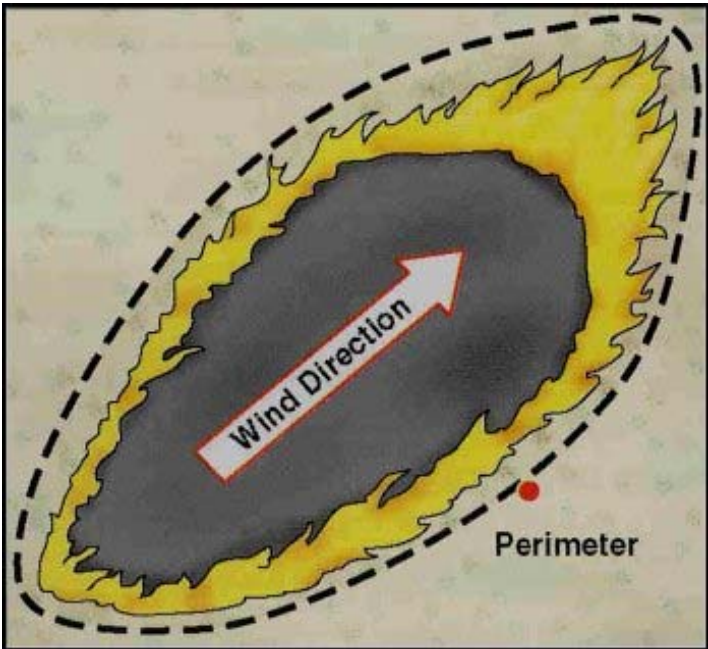
The **HEAD** is the part of a wildland fire with the greatest forward rate of spread. Because wind and slope affect the rate and direction of spread, the head is normally either on the edge of a fire opposite to the direction from which the wind is blowing or is toward the upper part of a slope.



TOPIC 61C PARTS OF A FIRE



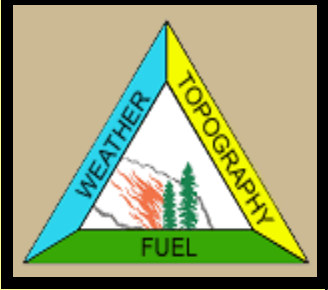
FINGERS are typically long, narrow strips of fire that extend from the main body of a fire. They form most often when a fire burns in an area with both light fuels and patches of heavier fuels. A fire tends to spread slower in the patches of heavy fuel, but continues to spread fast in the light fuels. Bays or Pockets are unburned areas usually located between fingers.



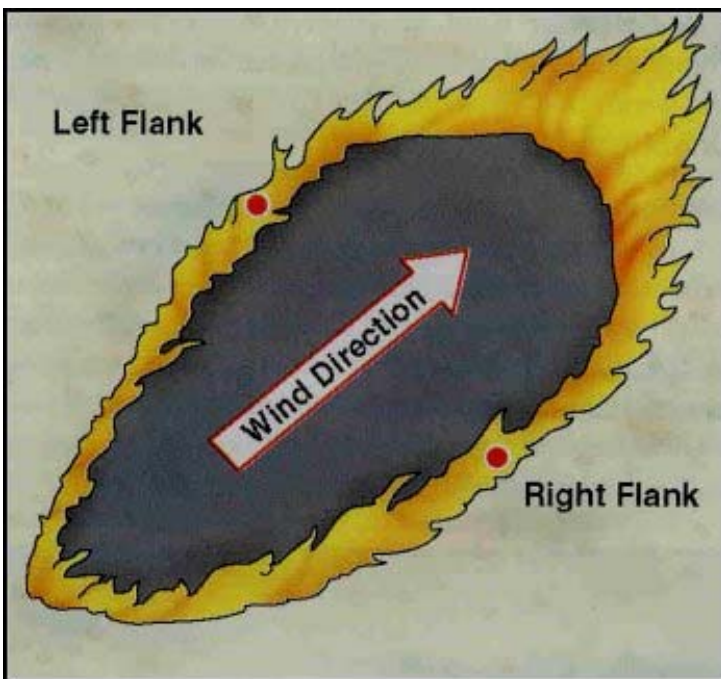
The **PERIMETER** is the outer boundary of the distance around the outside edge, of the burned area. Also commonly called the fire edge, the perimeter is not necessarily the same as the control line, which may be at another, more convenient location.



TOPIC 61D PARTS OF A FIRE



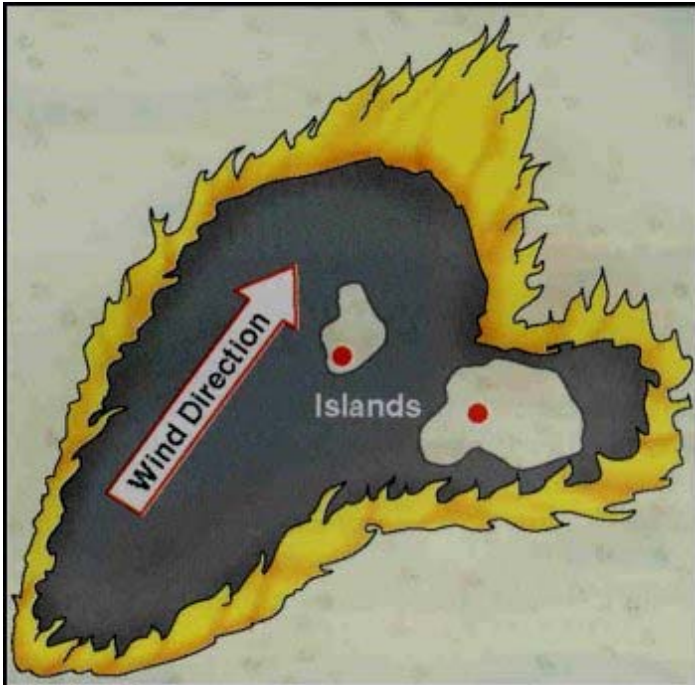
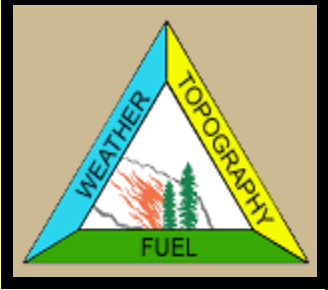
The **REAR** or 'heel' of a wildland fire is the end opposite the head – that is, the rear is relatively closer to the point of origin than the head is. Because the fire at the rear usually burns into any prevailing wind, it generally burns with low intensity, has a low rate of spread, and is generally easier to control than the head.



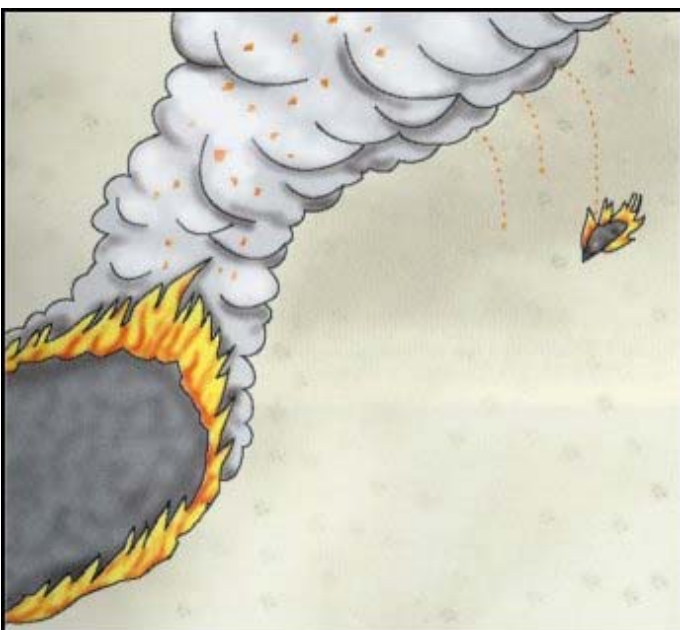
The **FLANKS** are the sides of a wildland fire, roughly parallel to the main direction of fire spread. Flanks are identified as either left or right (looking from the rear toward the head). A shift in wind direction may change a flank into a head, and fingers often extend from flanks.



TOPIC 61E
PARTS OF A
FIRE



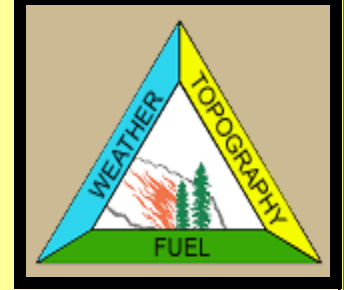
Unburned areas inside the fire perimeter (in the black) are called **ISLANDS**. Because they are unburned potential fuels for more fire, they must be patrolled frequently. Islands close to a control line may flare up later and start spot fires across the control line.



SPOT FIRES are caused by sparks or embers carried aloft by a convection column, blown across a fireline by winds, or rolling down slope into unburned fuels beyond the main fire.



TOPIC 61F PARTS OF A FIRE



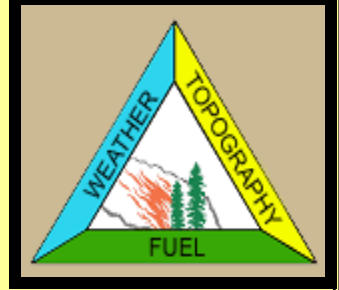
The area of unburned fuels located outside of, but adjacent to the involved area, is called the **GREEN**. Although the colour is not truly representative of the actual fuel types in that area, some fuels in the green may consist of living vegetation.



The **BLACK** or the burn – is the area (including both surface and aerial fuels) in which the fire has consumed or “blackened”, the fuels. If it is completely burned over and little, if any, unburned fuel remains; the black is a relatively safe area during a fire.



TOPIC 61G
PARTS OF A
FIRE



BREACH, also known as ‘break over’ or ‘slop over’, is when a fire crosses a control line or natural barrier intended to confine the fire. A breach is different from a spot fire, mainly in their location relative to the control line. Breach normally occurs immediately across and adjacent to the control line.