

Wildfire Risk Management System

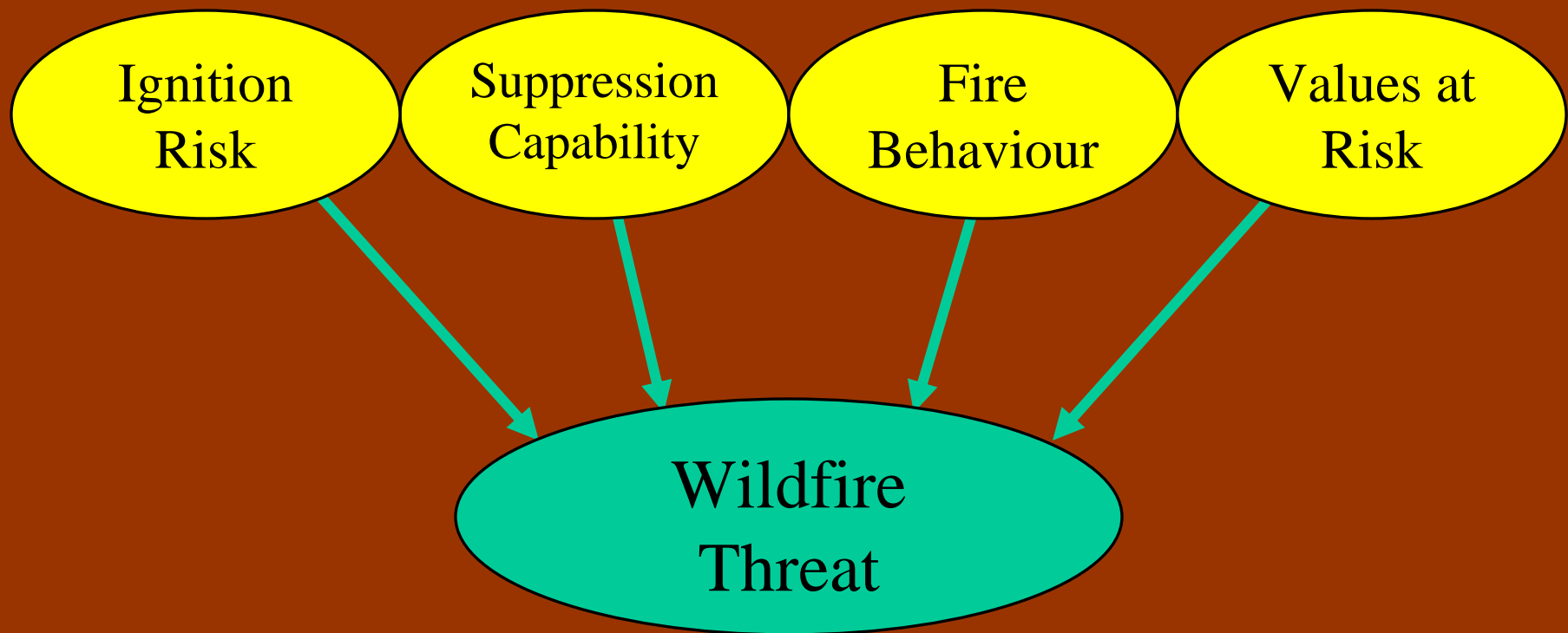
Joint project of: B.A. Blackwell and Associates Ltd.
and Forest Ecosystem Solutions Ltd.

Presented by: Bruce Blackwell
B.A. Blackwell and Associates Ltd.

Outline

- History of WRMS project
- Static model structure
- Dynamic model development
- Model advancements
- Future plans

The Origin – Wildfire Threat Analysis



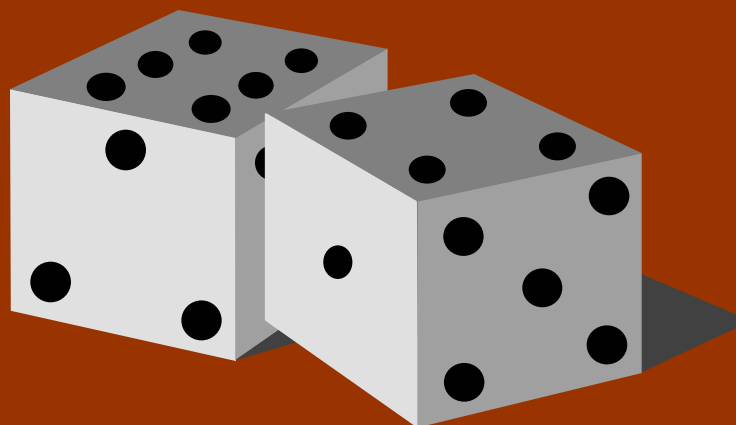
Wildfire Threat Analysis

Some Limitations

- Complexity of underlying relationships is masked
- “Threat” is insufficiently defined
- Greater transparency and flexibility with model inputs is required

Wildfire Risk Management Defined

“The *probability* and *consequences* of wildfire at a specified location under specified conditions.”

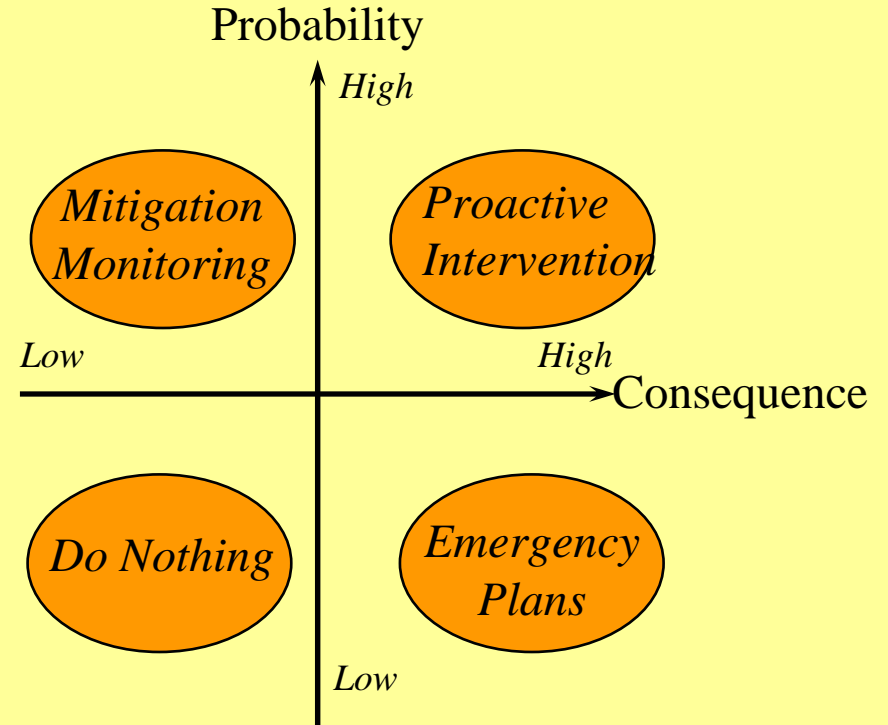
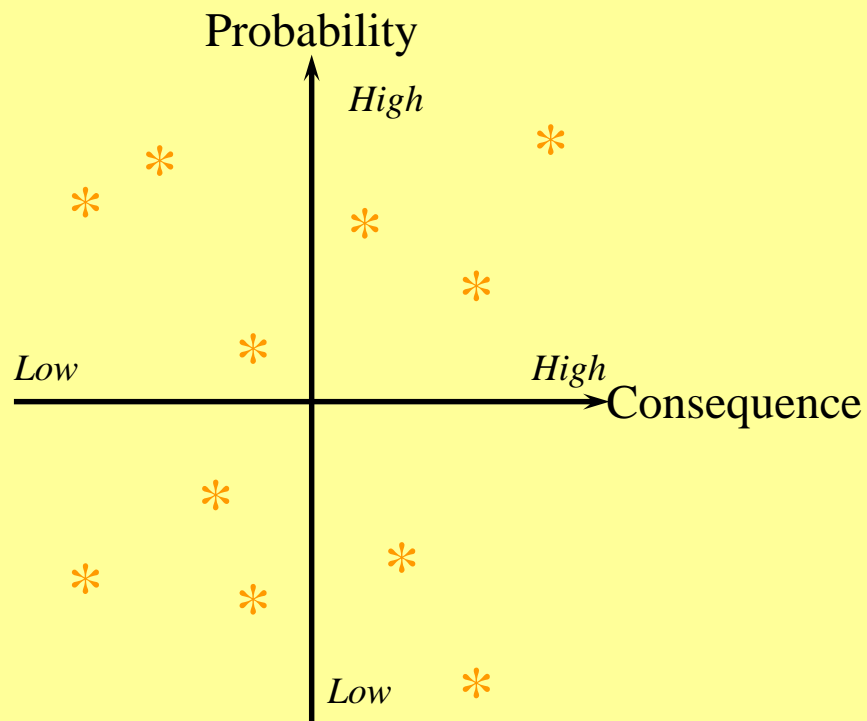


Wildfire Risk Management

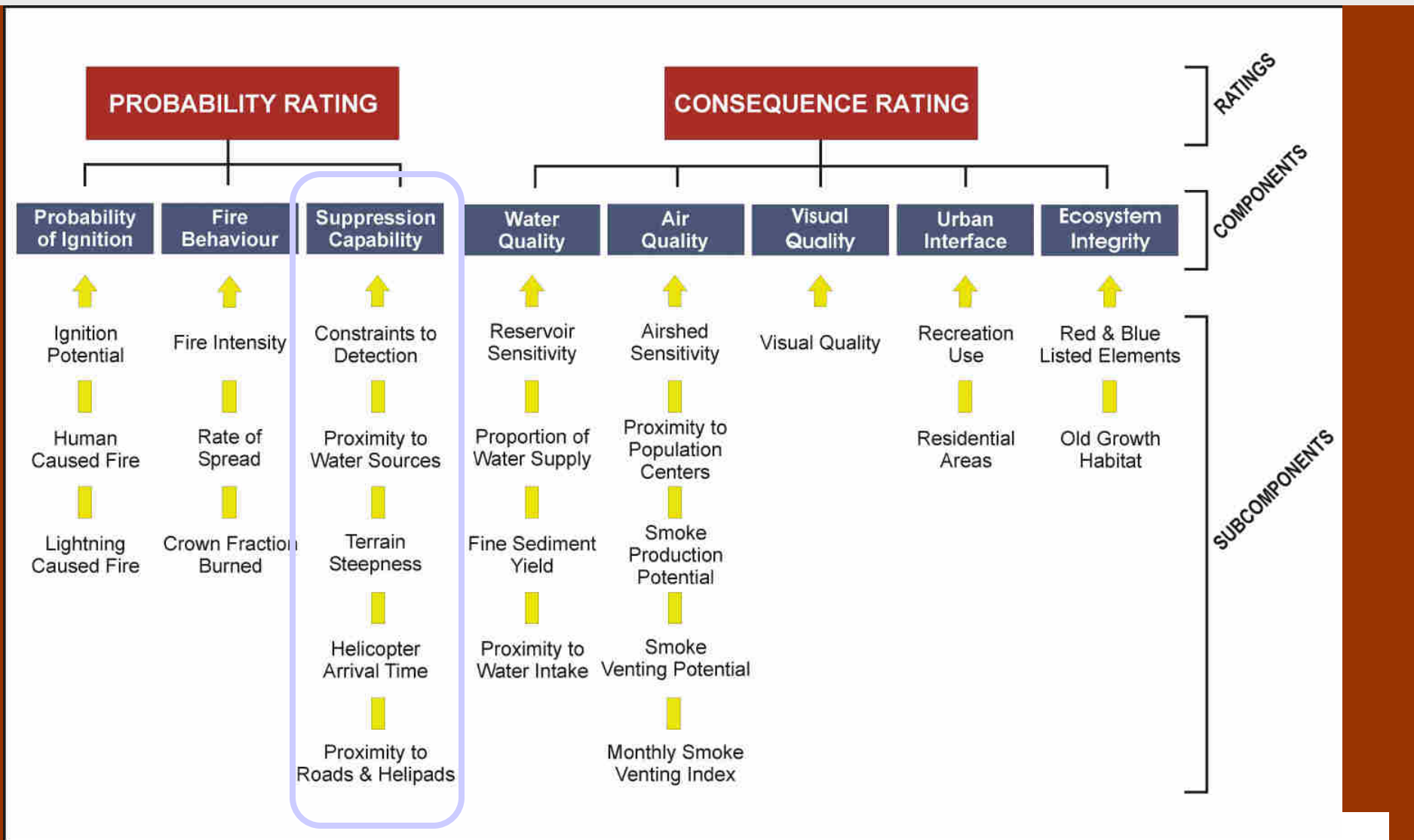
Risk Assessment



Risk Management



WRMS – Basic Model Structure



The Greater Vancouver Watersheds



June 2006

Sub-Component Method

Sub-Component	Indicator / Units	Rating Scale		Weight
Constraints to Detection <i>Indicator of the ability to detect a fire (Note: reconnaissance at higher elevations is often constrained by cloud cover)</i>	Elevation metres	> 1000	10	10%
		500 - 1000	7	
		0 - 500	2	
Proximity to Water Sources <i>Indicator of the ability to access water quickly for fire fighting. Based on distance from streams and lakes.</i>	distance metres	>300	10	10%
		101-300	7	
		0-100	2	
Helicopter Arrival Time <i>Indicator of the time for initial attack, measured as concentric flight time from Seymour base PLUS fixed assumptions about contracted response time to the base.</i>	minutes	> 70	10	40%
		51 - 70	7	
		31 - 50	5	
		11 - 30	3	
		0 - 10	0	
Terrain Steepness <i>Indicator of the difficulty of control/contain on the landscape.</i>	Slope Class %	> 60	10	30%
		41 - 60	7	
		21 - 40	3	
		0 - 20	0	
Proximity to Roads and Helipads <i>Indicator of the ability to get suppression resources into an area. Based on a bush walking rate of 1 km / hour.</i>	minutes	> 120	10	10%
		61 - 120	7	
		31 - 60	5	
		16 - 30	3	
		0 - 15	0	

Water Quality



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Air Quality



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Visual Quality

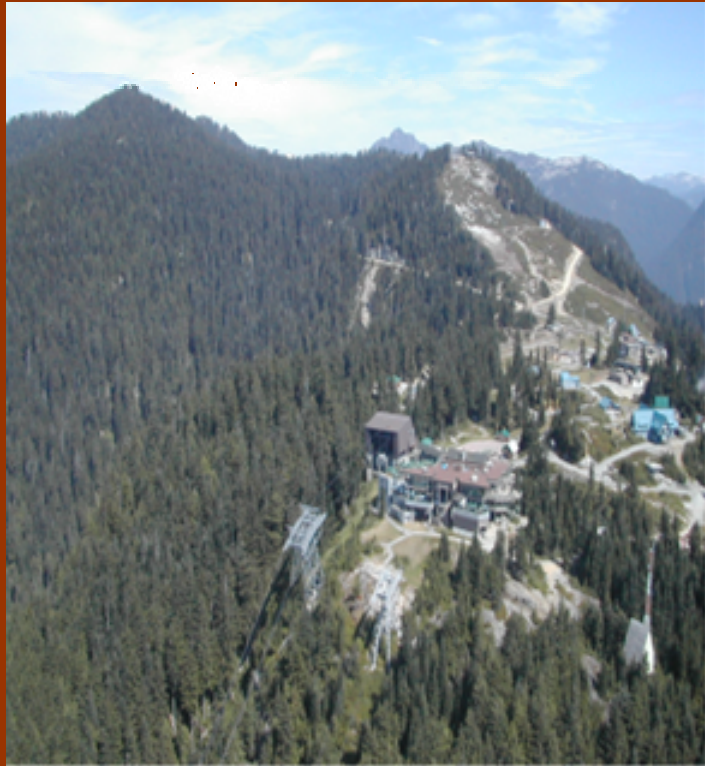


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 solutions ltd.

 B.A. Blackwell
& Associates Ltd.

Urban Interface



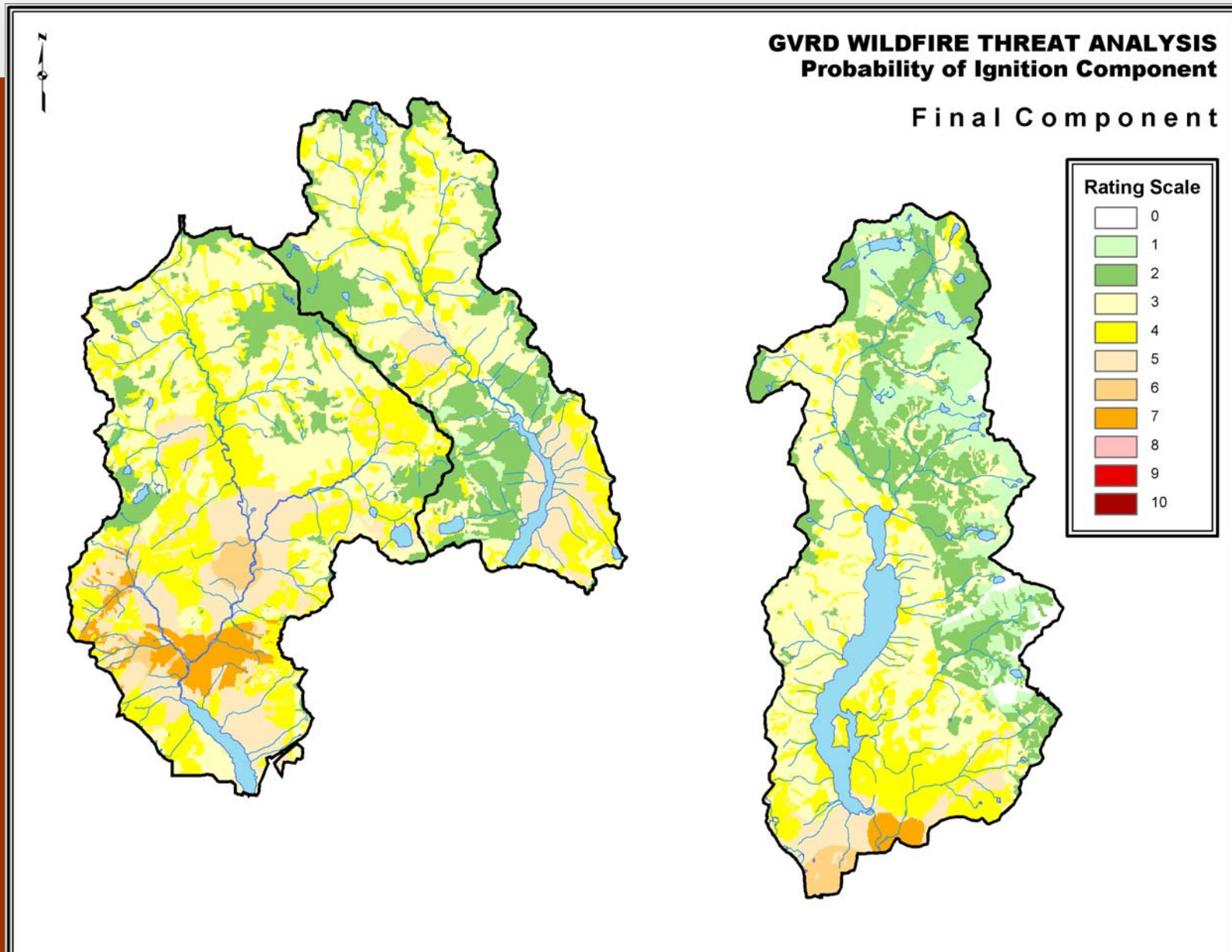
June 2006

Ecosystem Integrity

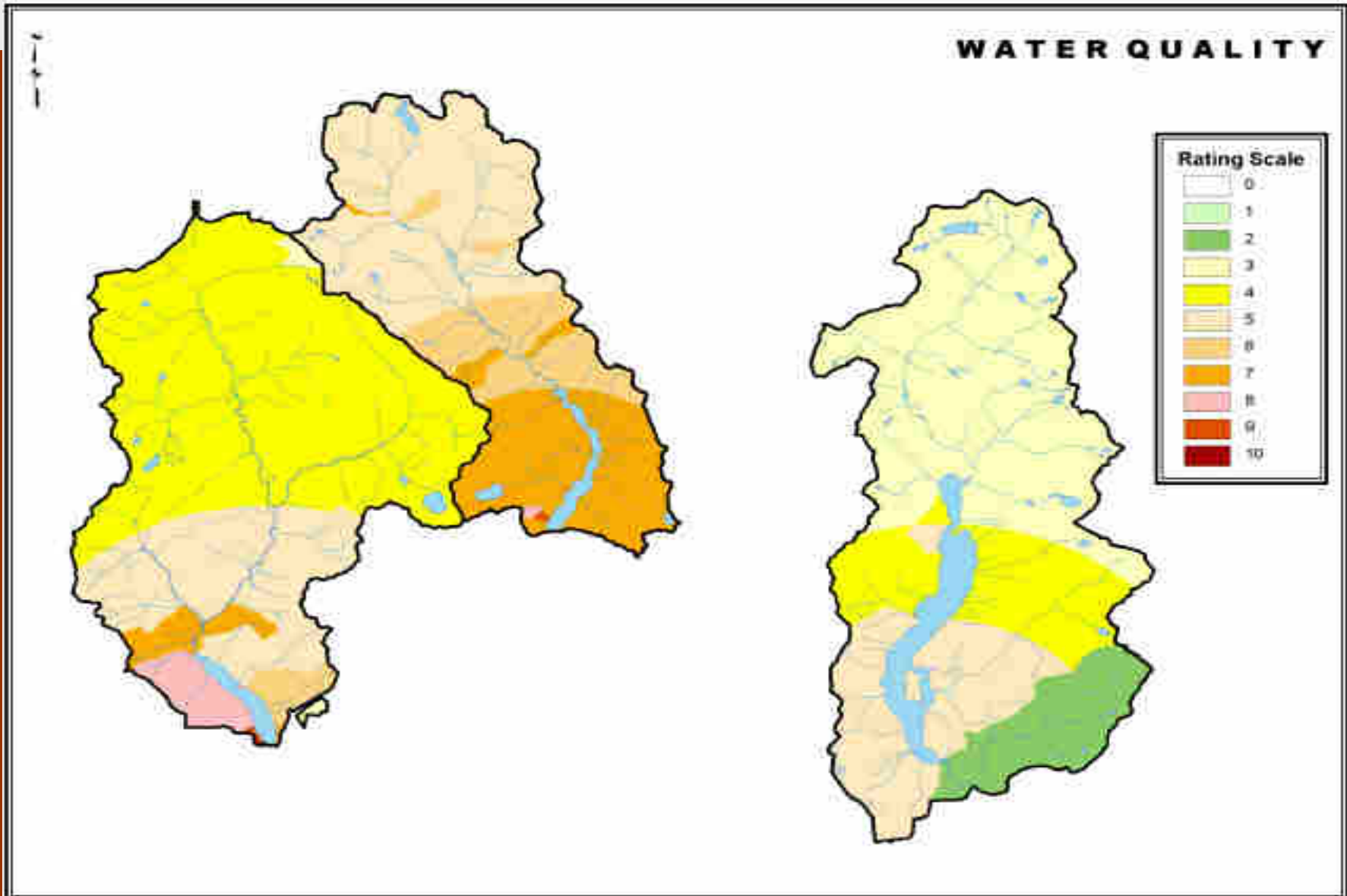


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Probability of Ignition Theme

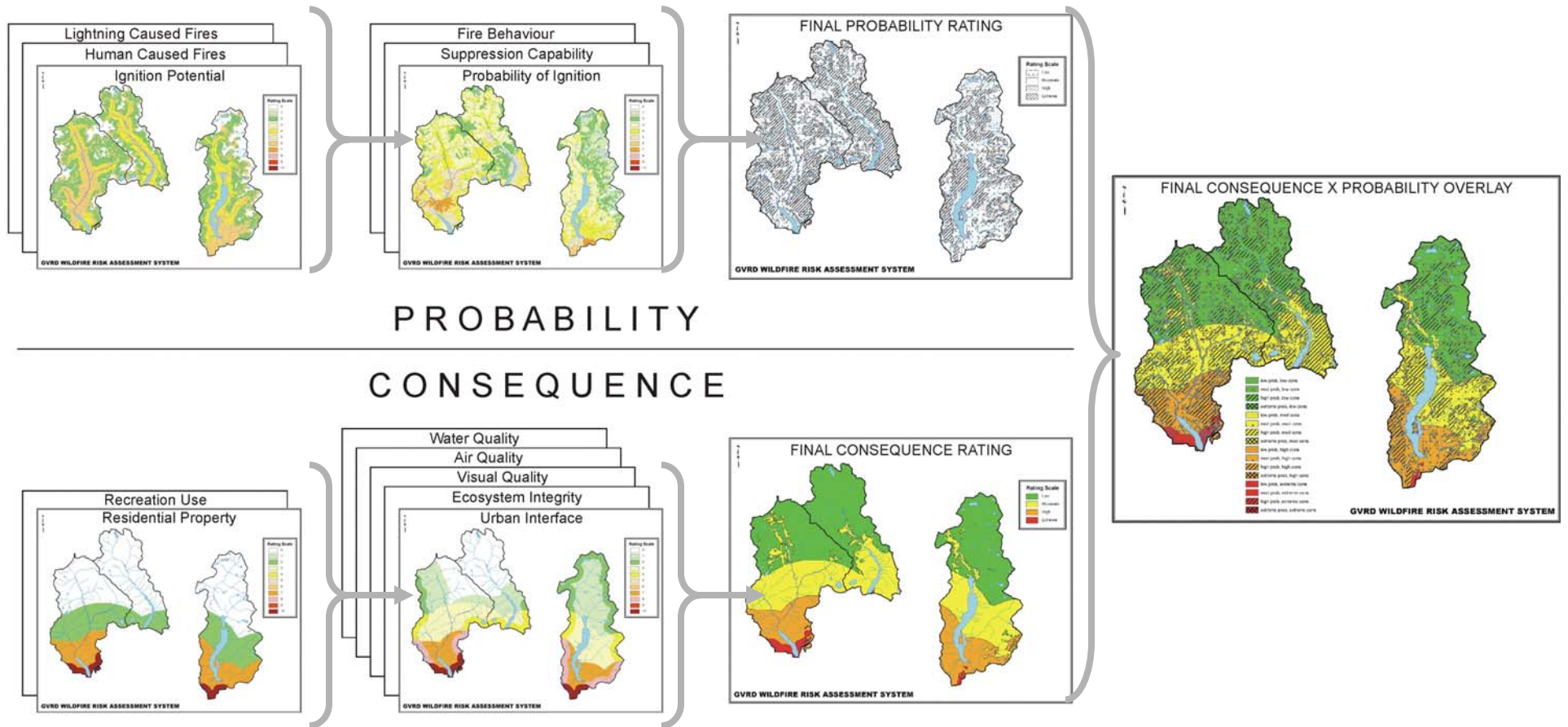


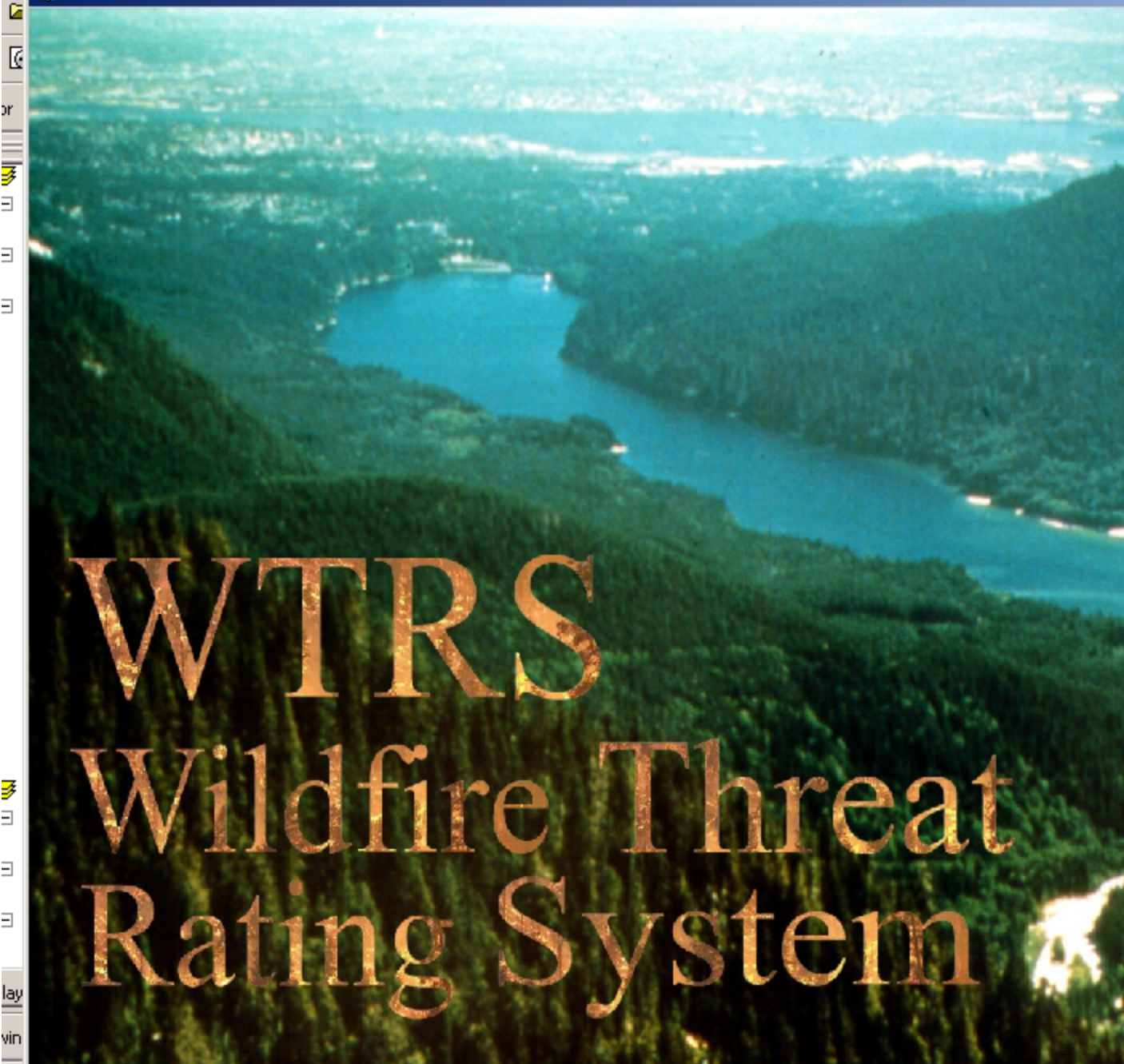
Water Quality Theme



Summary of Mapping Outputs

SUBCOMPONENTS → COMPONENTS → FINAL RATINGS → FINAL OVERLAY





Developed by:



B.A. Blackwell
And Associates Ltd.



forest ecosystem
solutions ltd.



Canadian
Forest Service



Compass Resource Management

Customized for:



Greater
Vancouver
Regional
District

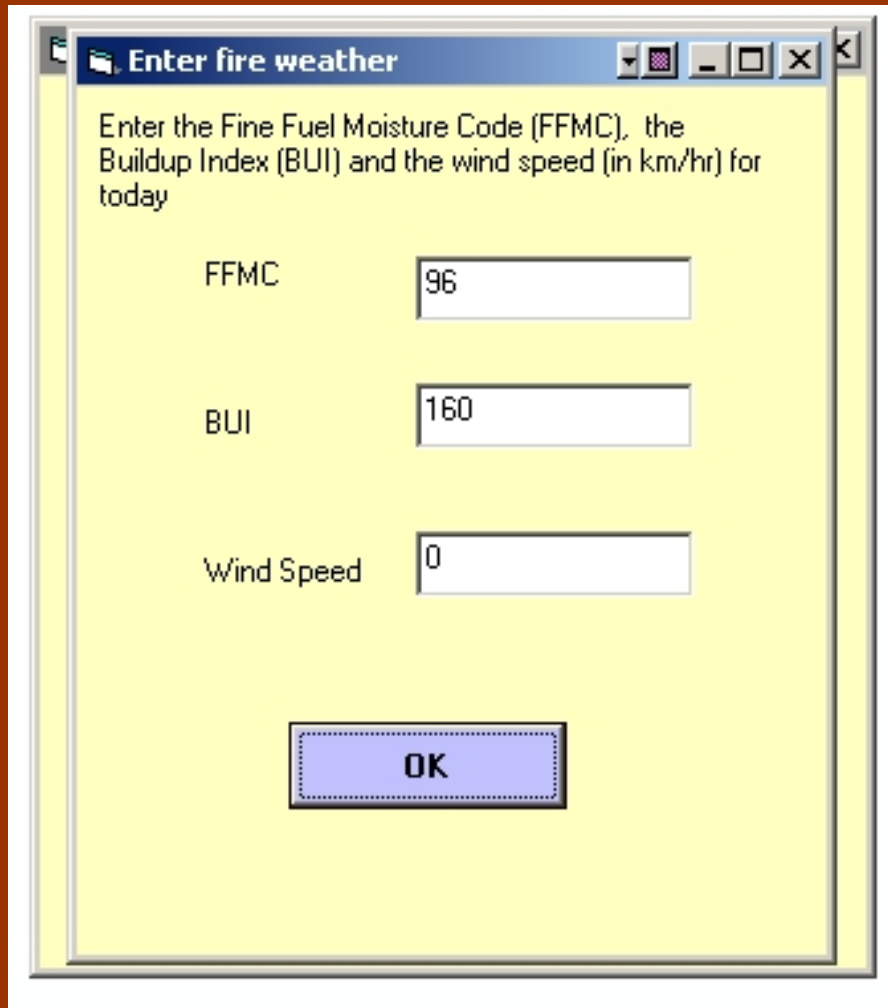


START ...

Current Features

- “Gaming” to alter weights of input layers
 - Look at different scenarios
 - Emphasize or omit different layers
- Fire behaviour is derived based on weather data
- Wind vectors – account for wind speed and direction
- Option to create presentation maps

Input of Daily Fire Weather



Enter the Fine Fuel Moisture Code (FFMC), the Buildup Index (BUI) and the wind speed (in km/hr) for today

FFMC	<input type="text" value="96"/>
BUI	<input type="text" value="160"/>
Wind Speed	<input type="text" value="0"/>

PROBABILITY GRIDS:

Reclassify? Sample Value Attribute Weight Weighted Sum

<input type="checkbox"/> Lightning Caused	8	0.5	4
<input type="checkbox"/> Human Caused	6	0.5	3
<input type="checkbox"/> WIPP	6	0	0
Ignition		1	7

<input type="checkbox"/> Intensity	3	0.45	1.35
<input type="checkbox"/> Rate of Spread	4	0.45	1.8
<input type="checkbox"/> Crown Fraction Burned	8	0.1	0.8
Fire Behavior		1	3.95

<input type="checkbox"/> Detection	1	0.1	0.1
<input type="checkbox"/> Water Source	8	0.1	0.8
<input type="checkbox"/> Air Tanker Arrival Time	9	0.4	3.6
<input type="checkbox"/> Road Access	8	0.1	0.8
<input type="checkbox"/> Terrain Steepness	1	0.3	0.3
Suppression Capability		1	5.6

Notes:
 When the grid name is greyed out, and the attribute weight set to 0, the grid does not exist in the source location.
 The default values are set when the form comes up. The weights can be adjusted, then click on Recalculate Weights. To go back to the default values, click on Reset Defaults.
 To reclassify the source grids, check the box beside the grid(s) and click on Reclassify Source Grids.
 When all attribute weights are entered, click on Next Menu.

CONSEQUENCE GRIDS:

Reclassify? Sample Value Attribute Weight Weighted Sum

<input type="checkbox"/> Parks	5	0.5	2.5
<input type="checkbox"/> Special Features	9	0.5	4.5
Recreation		1	7

<input type="checkbox"/> Interface	8	0.5	4
<input type="checkbox"/> Key Infrastructure	4	0.3	1.2
<input type="checkbox"/> Community Watershed	10	0.2	2
Urban Interface		1	7.2

<input type="checkbox"/> Proximity to Population Centres	9	0.3	2.7
<input type="checkbox"/> Smoke Production	1	0.2	0.2
<input type="checkbox"/> Smoke Venting	4	0.3	1.2
<input type="checkbox"/> Monthly Smoke Venting	6	0.2	1.2
Air Quality		1	5.3

<input type="checkbox"/> Existing Visual Quality Rating	10	1	10
Visual Quality		1	10

Reset Defaults

Recalculate Weights

Reclassify Source Grids

NEXT MENU...

Go to Rating Grids Menu

Help

Cancel

Consequence Grids (cont)

<input type="checkbox"/> Red/Blue	8	0.5	4
<input type="checkbox"/> High Value Areas	1	0.3	0.3
<input type="checkbox"/> Protected Area Network	6	0.2	1.2
Biodiversity		1	5.5

PROBABILITY GRIDS:

	Weighted Sum (fr. Previous Menu)	Component Weight	Weighted Sum
Ignition	7	<input type="text" value="0.3"/>	2.1
Fire Behaviour	3.95	<input type="text" value="0.3"/>	1.185
Suppression Capability	5.6	<input type="text" value="0.4"/>	2.24
		1	5.525

CONSEQUENCE GRIDS:

	Weighted Sum (fr. Previous Menu)	Component Weight	Weighted Sum
Recreation	7	<input type="text" value="0.15"/>	1.05
Urban Interface	7.2	<input type="text" value="0.5"/>	3.6
Air Quality	5.3	<input type="text" value="0.05"/>	0.265
Visual Quality	10	<input type="text" value="0.15"/>	1.5
Biodiversity	5.5	<input type="text" value="0.15"/>	0.825
		1	7.24

Reset Defaults

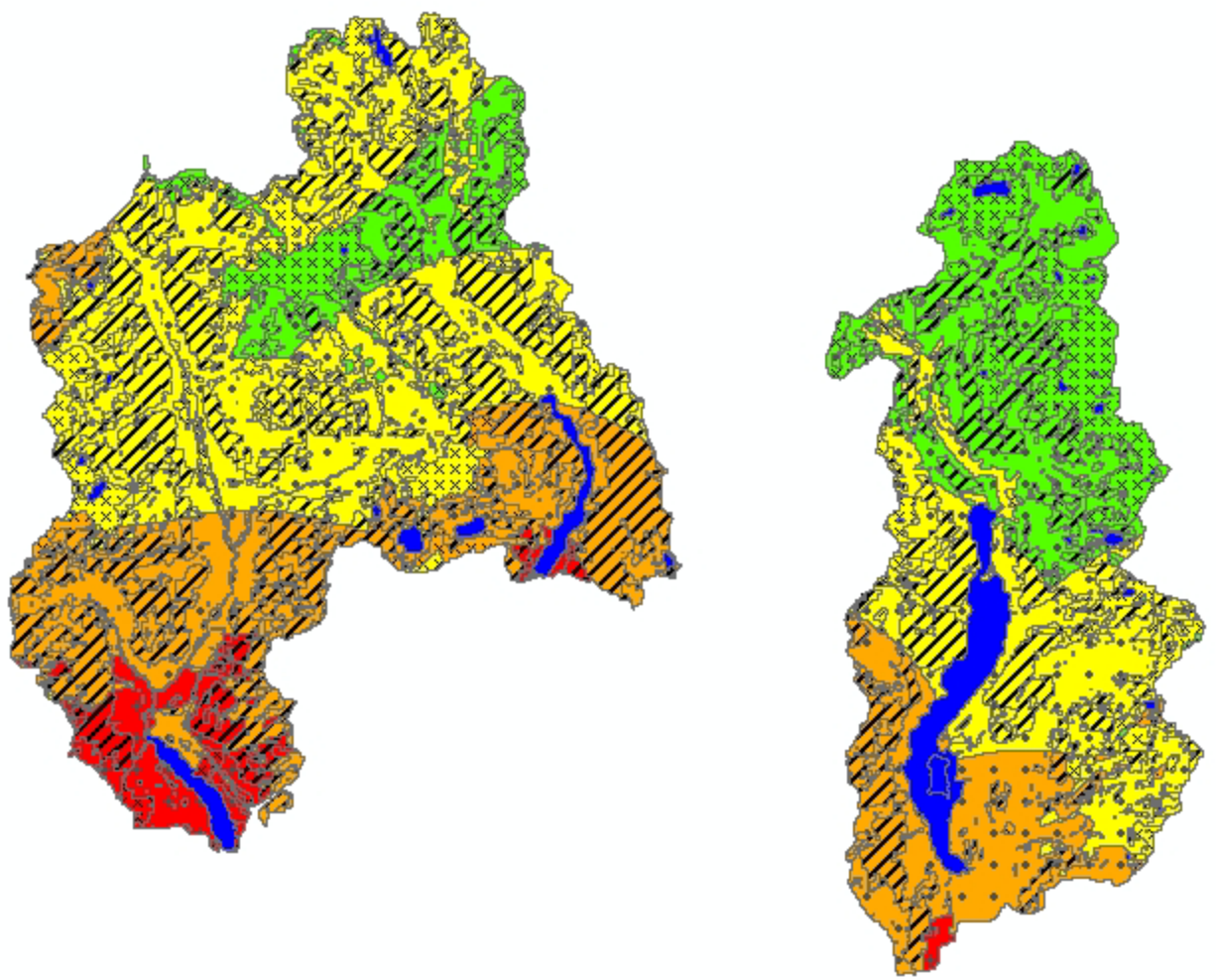
Recalculate Weights

RUN

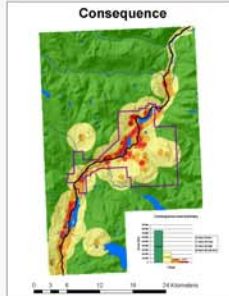
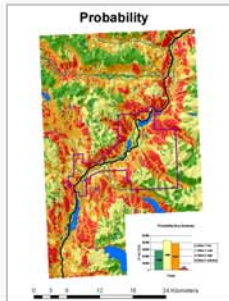
Help

Cancel

- Overview map
- Lakes
- Result_shp
 - low prob, low cons
 - mod prob, low cons
 - high prob, low cons
 - extreme prob, low cons
 - low prob, mod cons
 - mod prob, mod cons
 - high prob, mod cons
 - extreme prob, mod cons
 - low prob, high cons
 - mod prob, high cons
 - high prob, high cons
 - extreme prob, high cons
 - low prob, extreme cons
 - mod prob, extreme cons
 - high prob, extreme cons
 - extreme prob, extreme cons
- Ecosystem Integrity
 - Value
 - High : 9.600000
 - Low : 0.000000
- Visual Quality
 - VALUE
 - 0
 - 10
- Air Quality
 - Value

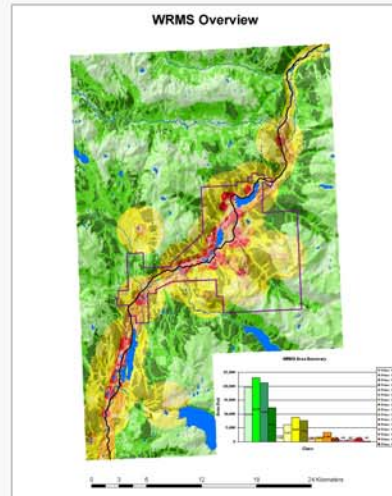


Whistler Wildfire Risk Management System



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Date: Aug 17, 2008

Fire Weather Data:
 Bulkup Index: 100
 Fire Fuel Moisture Code: 96
 Wind Speed: 40
 Wind Direction: -1

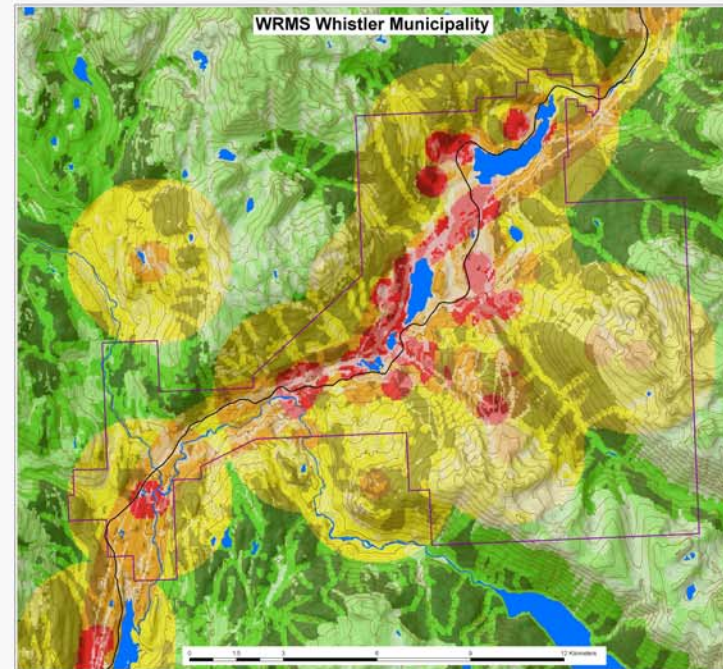
Map Scales:
 Whistler WRMS Map: 1:44,000
 NRMS Overview Map: 1:100,000
 Probability/Consequence Maps: 1:250,000
 Spotting Risk Map: 1:300,000

Source Data: reclass_wrms_0_17Aug2008.jpg

Notice:
 The Whistler layer is built by adding the probability and consequence layers together.

The fire spotting risk is calculated based on fuel type and distance from the interface. The high areas that can spot a fire into the interface. This process is then reversed to find which interface polygons are at risk from spotting.

Logos: WHISTLER, PACIFIC PHOTOMETRIC CONSULTANTS



WRMS Legend

WRMS Classes	
Low Consequence	Class 11: Low Probability
	Class 12: Moderate Probability
	Class 13: High Probability
	Class 14: Extreme Probability
Moderate Consequence	Class 21: Low Probability
	Class 22: Moderate Probability
	Class 23: High Probability
	Class 24: Extreme Probability
High Consequence	Class 31: Low Probability
	Class 32: Moderate Probability
	Class 33: High Probability
	Class 34: Extreme Probability
Extreme Consequence	Class 41: Low Probability
	Class 42: Moderate Probability
	Class 43: High Probability
	Class 44: Extreme Probability

Probability Classes	
Class 1: Low	Class 2: Moderate
Class 3: High	Class 4: Extreme

Consequence Classes	
Class 10: Low	Class 20: Moderate
Class 30: High	Class 40: Extreme

Water Features	
Label: Rivers	Label: Lakes

Municipalities	
Whistler Municipal Boundary	

Roads	
Highway 99	

Contours	
Index Contour - 100m interval	
Contour - 20m interval	

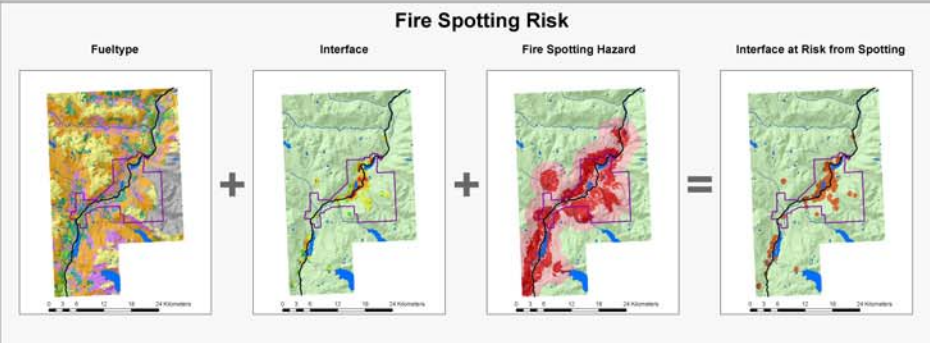
Spotting Risk Legend

Fueltype	
C2 (Conifer)	C3 (Conifer)
C4 (Conifer)	C7 (Conifer)
D1 (Deciduous)	M2 (Mixed)
O1 (Grass)	None

Interface Density Class	
Urban (>1000 structures/km)	Developed (100-1000 structures/km)
Mixed (10-100 structures/km)	Residential (1-10 structures/km)
Underdeveloped (<1 structures/km)	None

Fire Spotting	
Polygons capable of spotting	Area spotting can reach
Non-spotting area	

Spotting Risk	
Interface at risk	Interface not at risk
Non-interface	



Valemount Fuel Treatment Demo



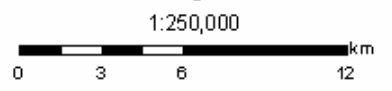
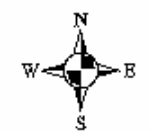
Valemount Detailed Wildfire Threat Analysis

FINAL MATRIX Probability x Consequence

- low cons; low prob
- low cons; mod prob
- low cons; high prob
- mod cons; low prob
- mod cons; mod prob
- mod cons; high prob
- high cons; low prob
- high cons; mod prob
- high cons; high prob

Cartographic Legend

- Town
- Creek
- Mt Robson Provincial Park
- Lake

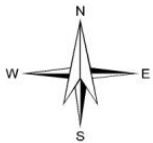
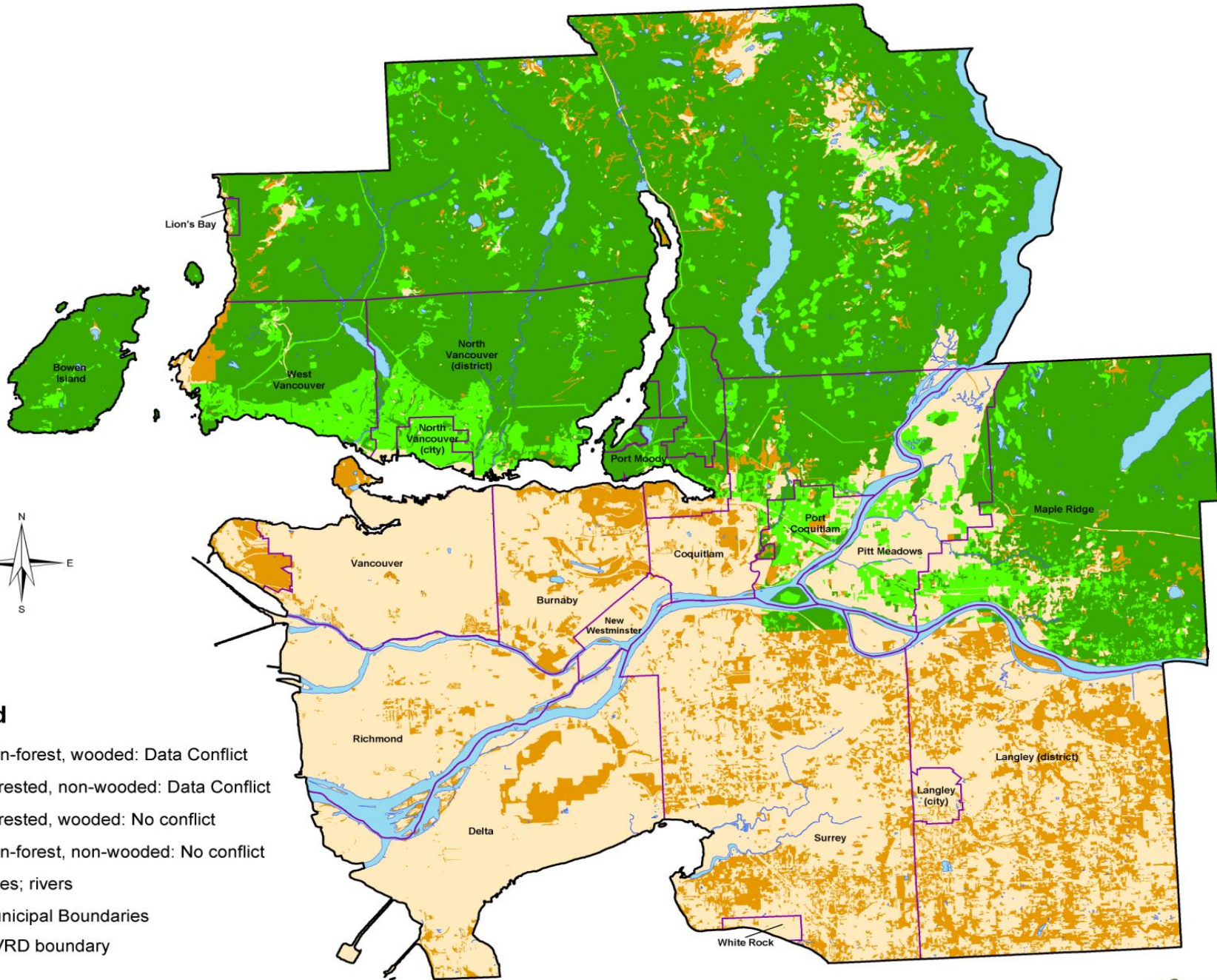


Advancements

Fuel Typing Modeling Spotting Potential

June 2006





Legend

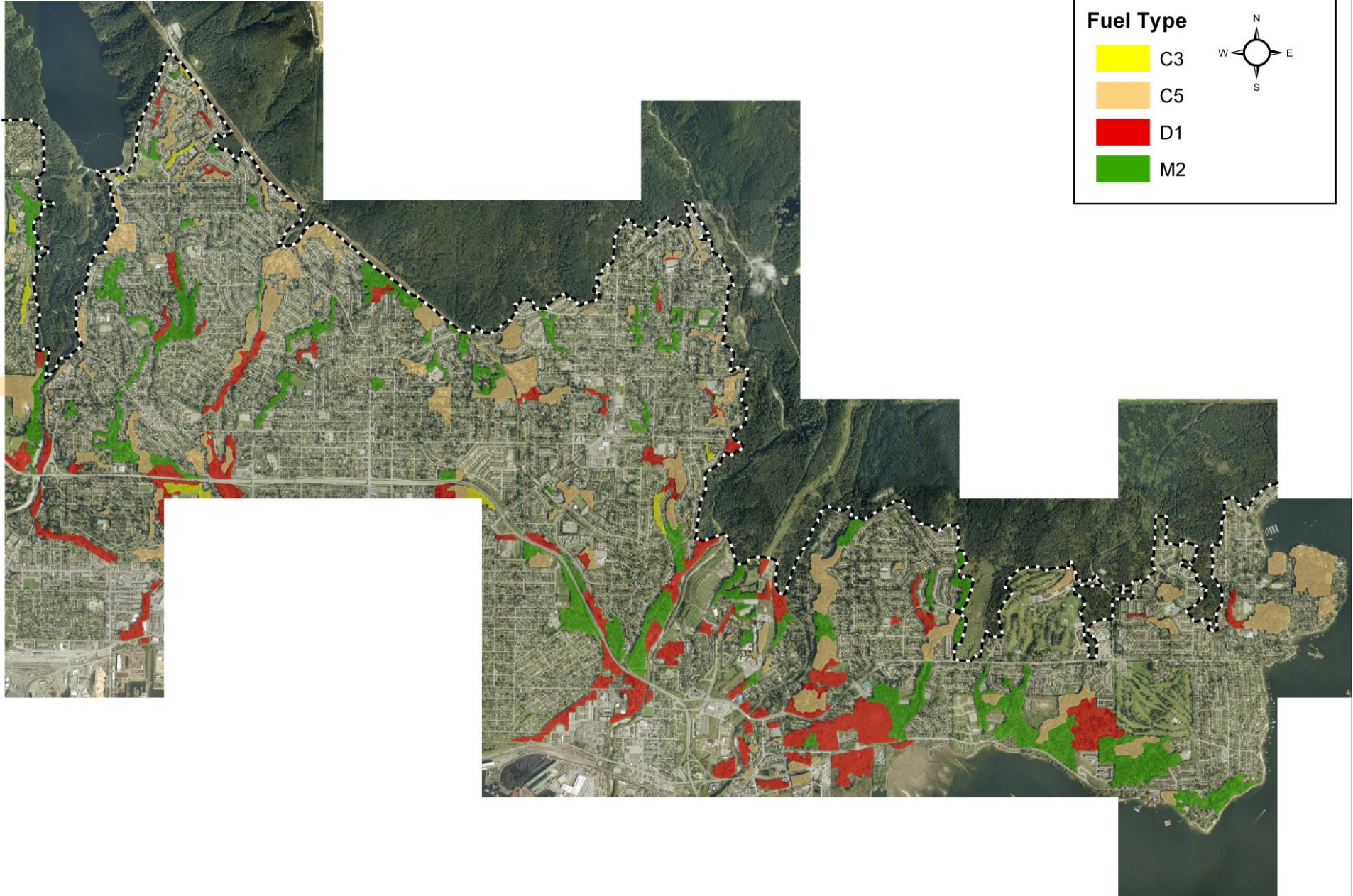
- Non-forest, wooded: Data Conflict
- Forested, non-wooded: Data Conflict
- Forested, wooded: No conflict
- Non-forest, non-wooded: No conflict
- lakes; rivers
- Municipal Boundaries
- GVRD boundary

gvr_d_wooded.jpg
May 10, 2005



District of North Vancouver - Fuel & Fire Behaviour Analysis

Fuel Types: Within DNV Urban Area

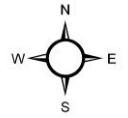


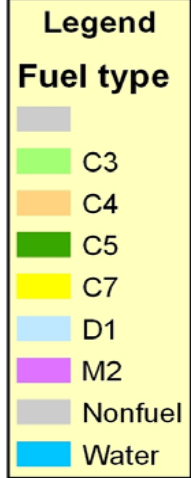
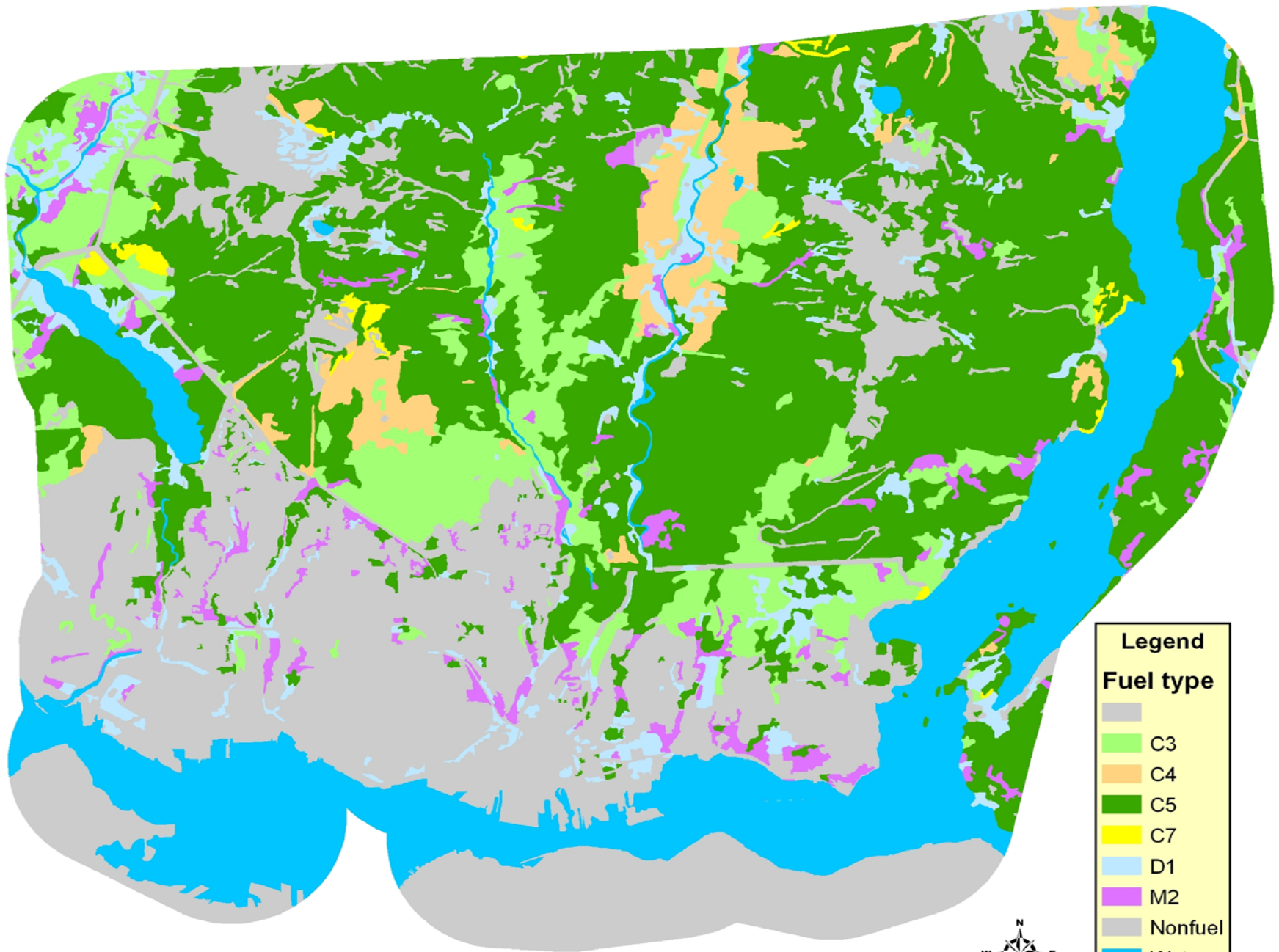
Legend

Wildland Urban Interface Boundary

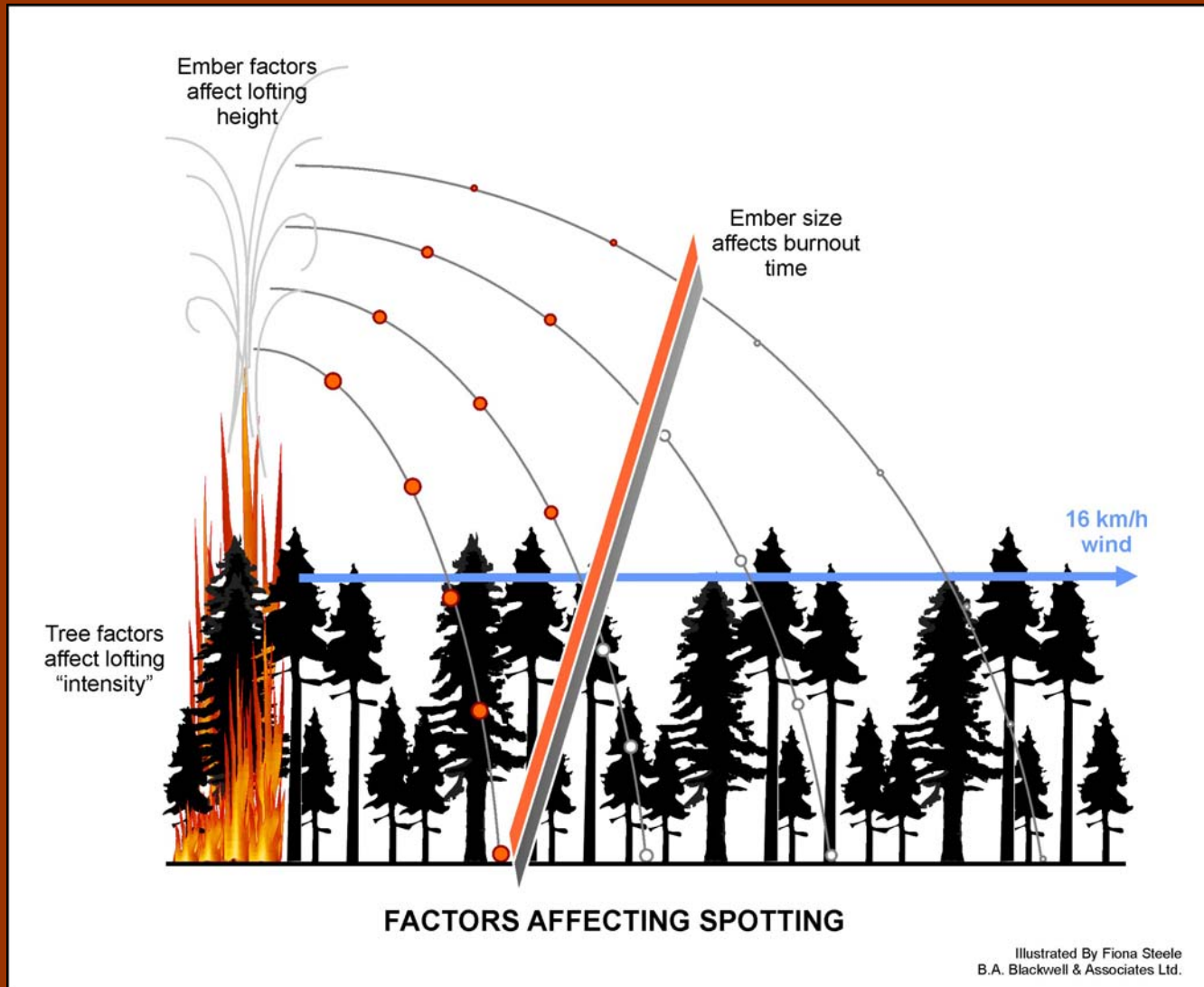
Fuel Type

- C3
- C5
- D1
- M2

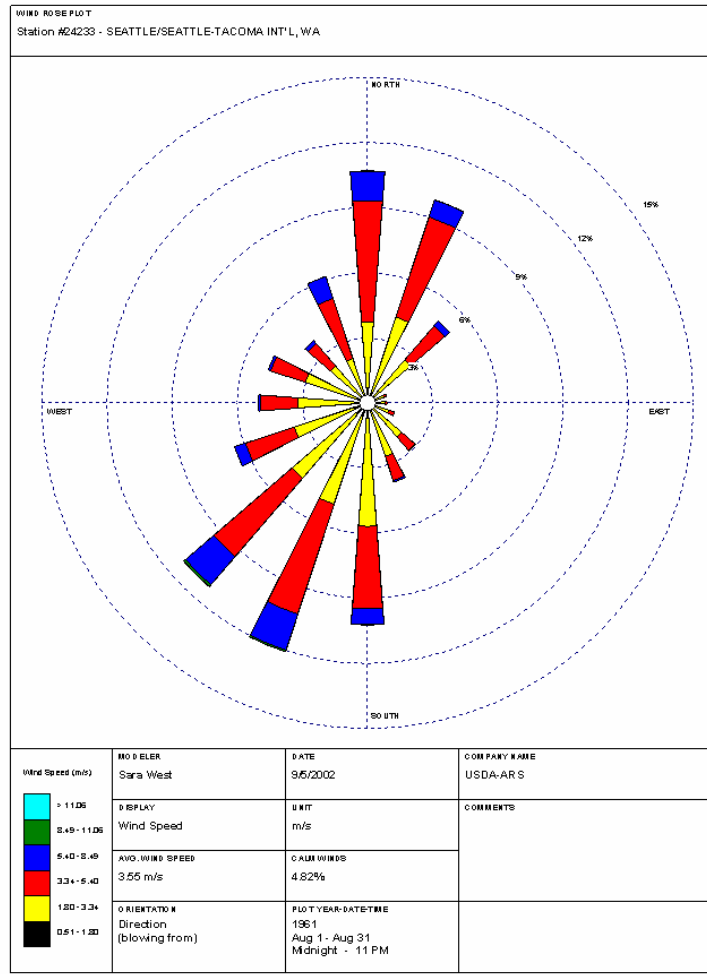




Spotting

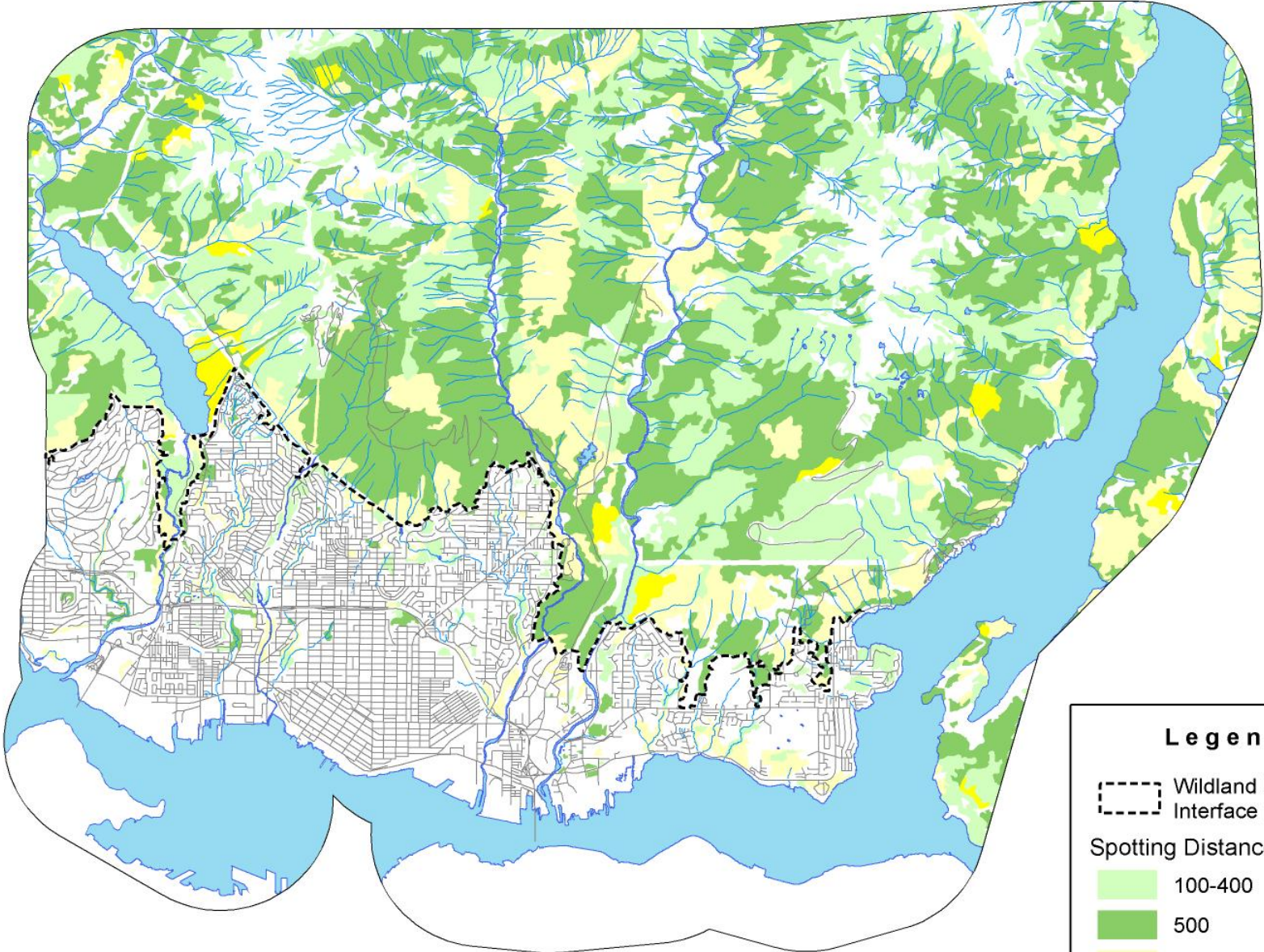
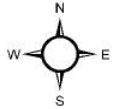


Wind Speed and Direction



District of North Vancouver - Fuel & Fire Behaviour Analysis

Spotting Distance Simulation: Wind Scenario 16 km/h

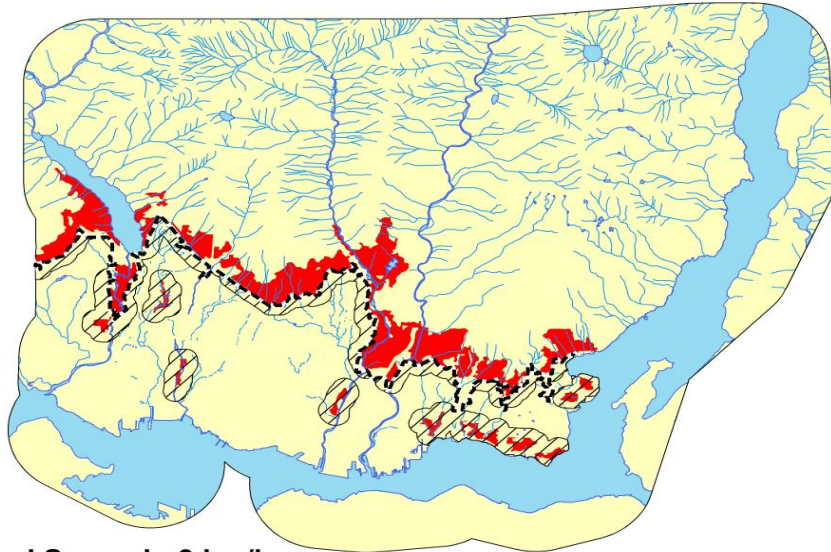


Legend

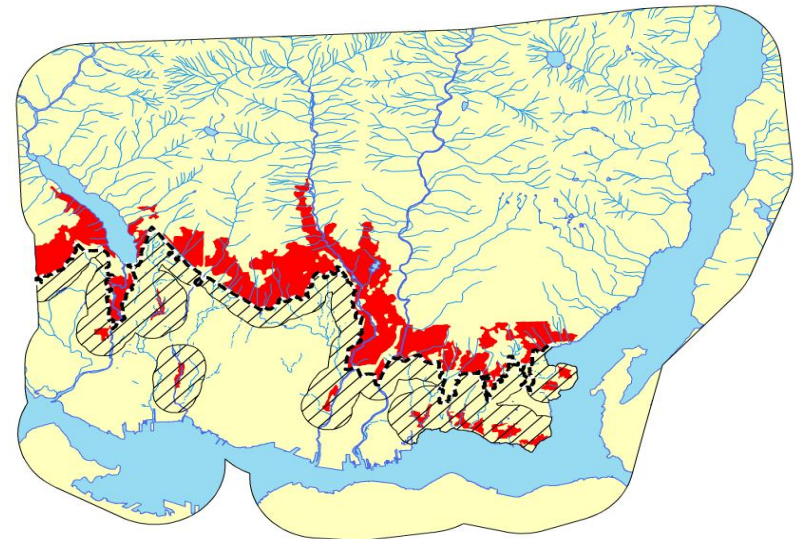
- Wildland Urban Interface Boundary
- Spotting Distance (m)
 - 100-400
 - 500
 - 600
 - 700-900

District of North Vancouver - Fuel & Fire Behaviour Analysis

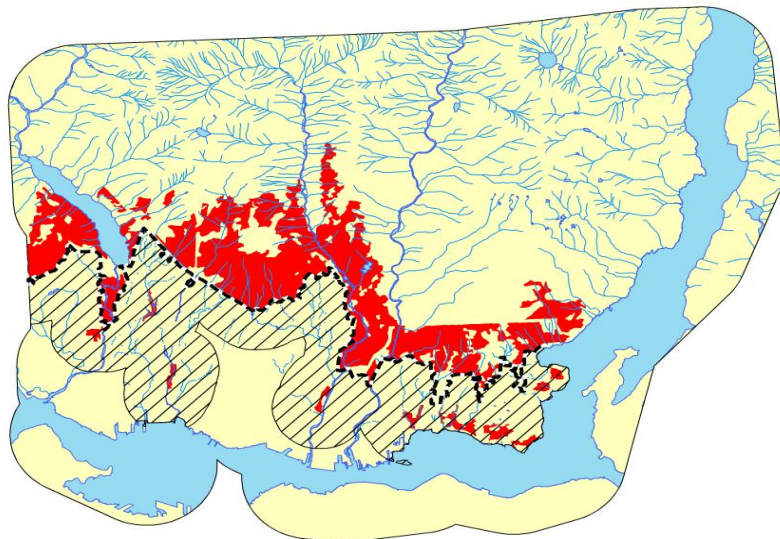
Wildfire Spotting Simulation



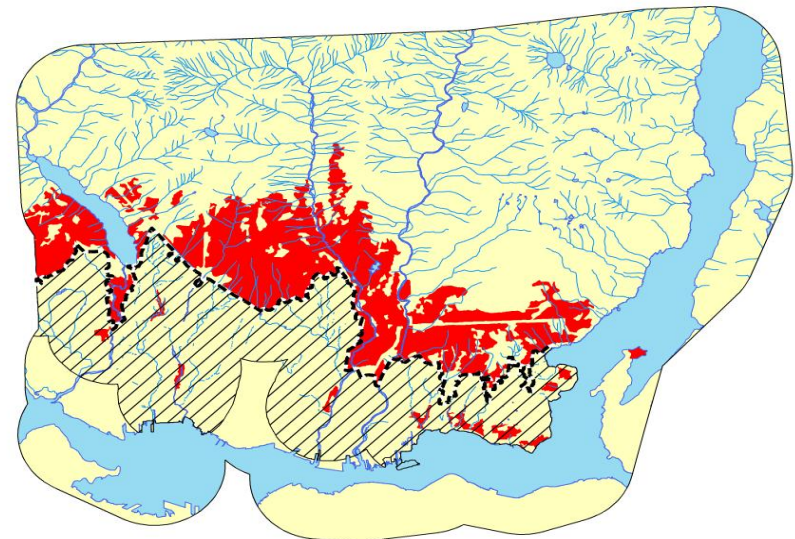
Wind Scenario 9 km/h



Wind Scenario 16 km/h




Wind Scenario 34 km/h



Wind Scenario 45 km/h

 Wildland Urban Interface Boundary

 Area within interface vulnerable to spotting

 Can spot into interface

 Won't spot into interface

Modeling Achievements

- Create a dynamic risk model that can be uploaded to the world wide web
- Create a dynamic calculation of spotting distance by fuel type for a given set of weather parameters
- Develop real time model capability such that daily fire weather can be used to assess the daily risk profile.

Future Plans

- Fully automate weather data
 - Go to Internet site and download
- Analysis at different scales
 - Projects that cover regions, but can also be used for municipalities within the region

Further Information

- Contact Bruce Blackwell,
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