

# Resource Indicators and Benefit Assessment

Road #

Length

## Protection Benefit/Risk Indicators

Existing  
Opportunity A  
Opportunity B

Suppress	Ignition	Fuel	Safety	Strategy	Totals

### Indicator Scores

#### Access to Suppress Fire

Slope Position	1	2	3
Response time	1	2	3
Land Allocation	1	2	3
Road Service Level	1	2	3
Bridge Load Limits	1	2	3

#### Human Ignition

History of Starts	1	2	3
Dispersed Uses	1	2	3

#### Hazardous Fuel Treatment

Acres available	1	2	3
Condition Class	1	2	3
Proximity to urban	1	2	3

#### Safety

Traffic service level	1	2	3
Collector vs local	1	2	3
Treated vs non-treated	1	2	3
Turnarounds	1	2	3

#### Strategy

Slope position	1	2	3
Locations for strategic deployment	1	2	3
Proximity of Watersources	1	2	3
Acres treated (i.e.DFPZ)	1	2	3
Values at Risk	1	2	3
Aspect elevation	1	2	3
Fuel Type	1	2	3
Condition Class	1	2	3

### Risk Rating

Soils	
Fish	
Hydro	
Wildlife	
Heritage	
Economics	

### Benefit Rating

Protection	
Timber	
Recreation	
Administrative	
Social	
General Transportation	

### Management Opportunity

Upgrade	
Restrict Traffic	
Change Mtc. Level	
Obliterate	
Relocate	

### Access and Travel Mngmt.

Encourage	
Accept	
Discourage	
Eliminate	
Prohibit	

<b>Slope Position</b> , ridge =3, valley bottom =1, Mid slope= 2
<b>Response time</b> , <30m=3,>30m=1
<b>Allocation</b> , urban interface=3,wilderness =1
<b>Service level</b> , A=3,D=1
<b>Bridge</b> , hwy loading=3, non-hwy=1
<b>History</b> , yes=3, no=1
<b>Dispersed Use</b> , fire rings=3
<b>Acres available</b> , <1,000=1, >1,000=3
<b>Condition Class</b> , high=3,low=1
<b>Proximity</b> , <1mile=3, >5miles=1
<b>Service level</b> , A=1,D=3
<b>Collector vs Local</b> , local=3, collector=1
<b>Treated vs non-treated</b> , DFPZ or barren=1, non-DFPZ=3
<b>Turnarounds</b> , yes=1, no=3
<b>Locations for strategic deployment</b> , helispots,drop zones
<b>Proximity of water</b> , <5miles=3, >5miles=1
<b>Acres treated</b> , <1,000=1, >1,000=3
<b>Values at Risk</b> , yes=3, No=1(i.e.powerlines,cabins,etc.)
<b>Aspect /Elevation</b> , south/<3,000=3, north/>5,000=1
<b>Fuel Type</b> , brush=3, timber=1
<b>Condition Class</b> , high=3,low=1