

## Partnership Project Success Story

<b>State:</b>	<b>Colorado</b>	<b>FS Funds Used:</b>	<b>150,500</b>
<b>National Forest/Grassland:</b>	<b>Grand Mesa, Uncompahgre, and Gunnison</b>	<b>Other Funds Used:</b>	<b>\$</b>
		<b>Partners:</b>	<b>39,900</b>
<b>Project Name:</b>	<b>Gunnison Basin</b>	<b>Total Project Cost:</b>	<b>190,400</b>

**Project Purpose/Objectives:** This project consists of prescribed burning on big game transition ranges on U.S. Forest Service land throughout the Gunnison Basin. It has been determined that wildlife habitat is deteriorating due to poor plant vigor, conifer invasion on open slopes, and increased dead/down material on the ground. There is an opportunity to improve these areas where use is low and to increase use by wintering big game, thus reducing use on other heavily used winter and transition ranges.

**Work Performed:** In 2006, The U.S. Forest Service entered into an agreement with the Colorado Division of Wildlife (CDOW) Habitat Partnership Program (HPP), to perform the above-mentioned work. Approximately 1460 acres were accomplished through burning in big game transition ranges. Much of the work was done via a Memorandum of Understanding between the Gunnison Ranger District and the McCall Smokejumper base on the Payette NF, Idaho. Using the HPP funds, McCall smokejumpers were detailed to Gunnison to assist local resources in prescribed burning.

**Benefits:** Transition ranges have been improved. The Colorado Division of Wildlife is very pleased with the results of the prescribed burning. The CDOW has entered into another agreement in 2007 with the U.S. Forest Service, providing \$100,000 in HPP funding to continue the habitat improvement effort.

### **Additional Information**

**Partners:** An agreement between the U.S. Forest Service and the Colorado Division of Wildlife (CDOW) Habitat Partnership Program (HPP)



Aspen stand replacement, 1 hour after burn



Ponderosa pine/sage underburn



3 months after ponderosa pine underburn



Aspen/sage stand replacement



Sagebrush burn