

Instructions for Submitting Wildland and Prescribed Fire Perimeters to Alaska Interagency Coordination Center / Alaska Fire Service

Background:

The Alaska Interagency Coordination Center (AICC) / Alaska Fire Service (AFS) maintains an archive of wildland fire perimeters that goes back to 1940. This archive contains “progression” perimeters in addition of “final” perimeters. Capturing “progression” perimeters continues to be an important objective. This document describes several processes for submitting wildland fire perimeter data, including prescribed fires, to AICC / AFS Fire Perimeter Dataset.

Data Submission via the National Incident Feature Service:

Wildland fire and prescribed fire perimeters can be submitted to the National Incident Feature Service using Field Maps or by editing the feature service directly.

IMPORTANT: If perimeter data is submitted directly to the National Incident Feature Service notify AFS GIS Staff, using the email address below, as soon as possible.

AFS GIS Staff will check the attributes and edit the attributes, as necessary. AFS GIS Staff will also extract a copy of the perimeter and add it to the AICC / AFS Fire Perimeter Dataset.

Data Submission via email:

Geospatial data representing wildland fire perimeters should be emailed to BLM_AK_AFS_GIS@blm.gov.

Required information:

The following information is needed:

- Fire number (required) and fire name (optional)
- Name of data collector
- Date and time perimeter was collected
- Data collection method

AFS GIS Staff add the perimeter to it to the AICC / AFS Fire Perimeter Dataset and will add it to the National Incident Feature Service.

Preferred format for geospatial data are polygon feature classes within a file geodatabase OR a shapefile. However, KML, KMZ, and GPX files will be accepted.

NOTE: All file geodatabase and shapefile data should be saved as a .zip file prior to submission to the Alaska Fire Service.

Please contact the Alaska Fire Service GIS Specialists at BLM_AK_AFS_GIS@blm.gov with questions.