

NORTHERN ROCKIES' INCIDENT MANAGEMENT TEAM ASSIGNMENTS – 2002

IC	Type	Home Area	Incident Name	Incident Number	GACC	From	To
Kechter	2	NRC	Vinasale	AK-SWS-204167	AKC	5/31	6/10
Hoff	2	NRC	MIFC COOP	MN-MFC-P90988	EAC	6/1	6/7
Swope	2	NRC	RMA Support	CO-RMA- 29404	RMC	6/5	6/17
Frye	1	NRC	RMA Support	CO-RMA-29404	RMC	6/9	6/14
Frye	1	NRC	Hayman	CO-PSF-404	RMC	6/14	6/29
Sandman	2	NRC	Large Fire Support	NM-SWC-035	SWC	6/14	6/25
Bennett	1	NRC	Large Fire Support	NM-SWC-035	SWC	6/17	6/19
Bennett	1	NRC	Missionary Ridge	CO-SJF-26804	SWC	6/19	7/6
Chrisman	2	NRC	Pinyon Ridge	CO-WRD-189	RMC	6/25	6/29
Chrisman	2	NRC	Bear	CO-DSP-217	RMC	6/29	7/6
Swope	2	NRC	Hensel	WY-MB1F-062	RMC	6/30	7/18
Kechter	2	NRC	Line	MT-MCD-059	NRC	6/30	7/7
Benes	2	NRC	South Fork #2	WY-WRA-050	RMC	7/1	7/17
Frye	1	NRC	Broad	WY-YNP-0202	NRC	7/12	7/26
Gray	2	NRC	Bear Mountain South	WY-MB2F-114	RMC	7/12	7/21
Kechter	2	NRC	Fox Creek	MT-BFA-069	NRC	7/12	7/26
Chrisman	2	NRC	Wigwam Complex	MT-BDF-044	NRC	7/14	7/16
Sandman	2	NRC	Goldstone	MT-BDF-050	NRC	7/14	7/21
Bennett	1	NRC	Oracle Hills	AZ-CNF-265	SWC	7/14	7/20
Chrisman	2	NRC	Red Waffle	MT-CNF-106	NRC	7/16	7/28
Sandman	2	NRC	Cache Mountain	OR-DEF-985	NWC	7/24	8/7
Benes	2	NRC	Pepper	WY-RSD-170	RMC	7/25	8/1
Bennett	1	NRC	Tiller Complex	OR-UPF-069	NWC	7/28	7/30
Bennett	1	NRC	Sour Biscuit	OR-SIF-005	NWC	7/30	8/14
Swope	2	NRC	Malheur Complex	OR-MAF-103	NWC	8/10	8/20
Frye	1	NRC	Biscuit (Zone 2)	CA-SRF-003560	ONC	8/11	8/27
Benes	2	NRC	Sheep Creek	MT-BDF-092	NWC	8/16	8/26
Gray	2	NRC	IMT Support	OR-NWC-019	NWC	8/16	8/22
Chrisman	2	NRC	Hope 44	ID-POS-23019	NRC	8/17	8/25
Kechter	2	NRC	Kelly Creek	ID-NPF-085	NRC	8/19	8/29
Sandman	2	NRC	Green Creek	CO-RTF-318	RMC	8/25	8/31
Sandman	2	NRC	Commissary Ridge	WY-RSD-268	RMC	8/31	9/10
Bennett	1	NRC	Mt. Zirkel Complex	CO-RTF-059	RMC	8/29	9/13
Gray	2	NRC	Bull Elk	MT-CRA-206	NRC	8/30	9/5
Gray	2	NRC	Cow Creek	MT-SOS-89205	NRC	9/5	9/9
Swope	2	NRC	Kraft Spring	MT-CNF-240	NRC	9/1	9/12

Type 1	Type 2	FUMT	Area Command
Frye = 4	Hoff/Benes = 4	Rath = 2	
Bennett = 6	Swope = 4	Cook = 6	
	Kechter = 4		
	Gray = 4		
	Sandman = 5		
	Chrisman = 5		