Points to keep in mind filling out IQCS

* Alaska fire number is helpful and fire name and state is needed for lower 48 experience charge code is always needed
* **You can only perform one qualification per day**.
* Air qualifications expire after 3 years such as HECM and SMJ so put it down even if it was only for one shift then you will be good for 3 years
* Fire qualifications expire after 5 years and position experience keeps you current for other positions below such as strike team crew keeps you qualified as crew boss
* P.C. : log a mission you kicked to keep your PCSP and LOAD current.
* Log a fire that you jumped as SMKJ for at least one shift to stay current.

Common Job Codes

ATVO- ATV operator

SMKJ-Smokejumper

HECM-Helicopter Crewmember

FFT1-Squadboss with a radio

STCR-Strike Team Leader Crew

CRWB-Crew Boss

ICT4-IA Incident commander

FELB-Felling boss

FALB-Faller B

FALC-Faller C

TFLD-Task force leader

DIVS-Division/Group Supervisor

CREP-Crew Rep

FIRB-Firing boss

RXB2-Burn boss 2 level

LOAD- Load Master

PCSP- Paracargo Specialist

**NAME:\_\_\_\_\_\_\_\_\_\_\_\_\_**

**IQCS Fire Experience Record Sheet**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Alaska |  | L48 |
| Total # of Practice Jumps: |  |  |  |
| Total # of Fire Jumps: |  |  |  |
| Total # of Shifts on Wildfire |  |  |  |
| Total # of RX Shifts  |  |  |  |
| # 0f let downs in field if any |  |  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| IncidentName and/or # | MoneyCode | State | JobCode | ArrivalDate(mm/dd/yyyy) | #Shifts | Q or T | Mgmt. Type/ComplexityLevel(see below) | ActivityCode(W orRX) | FireSize(see below) | Fuel Type(see below) |
| **EXAMPLE #531** | **B2MG** | **AK** | **SMKJ** | **08/08/2015** | **10** | **Q** | **4** | **W** | **G** | **T** |
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| ICS Management Types | Complexity Levels | Fuel Type(select primary carrier) | Fire Sizes (in acres) |
| **TYPE A -** national area command team assigned**TYPE 1** - national type 1 team assigned**TYPE 2** - regional type 2 team assigned**TYPE 3** - extended attack with multiple resources**TYPE 4** - initial attack**TYPE 5** - initial attack with very few resources | **LEVEL 1****LEVEL 2****LEVEL 3**(For Prescribed Fires) |  **G** - grass **B** - brush **T** - timber **S** - slash | **A****B****C****D****E****F****G** |  .1 - .25 .26 - 9.9 10 - 99.9 100 - 299.9 300 - 999.91,000 - 4,999.9 5,000 + |

IQS Data Entered by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_