

The information in this chapter describes how to assign and manage delays for Fire Workload Areas (FWAs).

The following White Papers provide additional detail about managing delays.

- [Understanding Preproduction Delays in Fire Program Analysis](#)
- [Understanding Smokejumper Deployment in Fire Program Analysis](#)
- [Understanding Helicopter Use in Fire Program Analysis](#)
- [Understanding Dozers, Tractor Plows, and Airboats in Fire Program Analysis Initial Response Simulation Module](#)

## Before Assigning and Managing Delays

Enter the following information into FPA before assigning and managing delays:

- **FPU/FMG/FWAs:** Enter from the **Set Up FPU >FPU Attributes**, **Set Up FPU > FPU Agencies**, and **Set Up FPU > Define Team** screens.
- **Resources:** Entered from the **Input Data > Define Resources** screen.
- **Dispatch Locations:** Enter from the **Input Data > Define Dispatch Locations** screen.

## In This Chapter


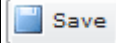

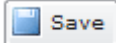

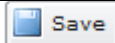
This chapter discusses how to [assign and manage FWA delays](#) .

# FPA User Guide

## Assigning and Managing Delays

Use the FWA Delays screen to assign delays to FWAs. All delays are in minutes.


Users can globally assign and manage FWA delays at the:

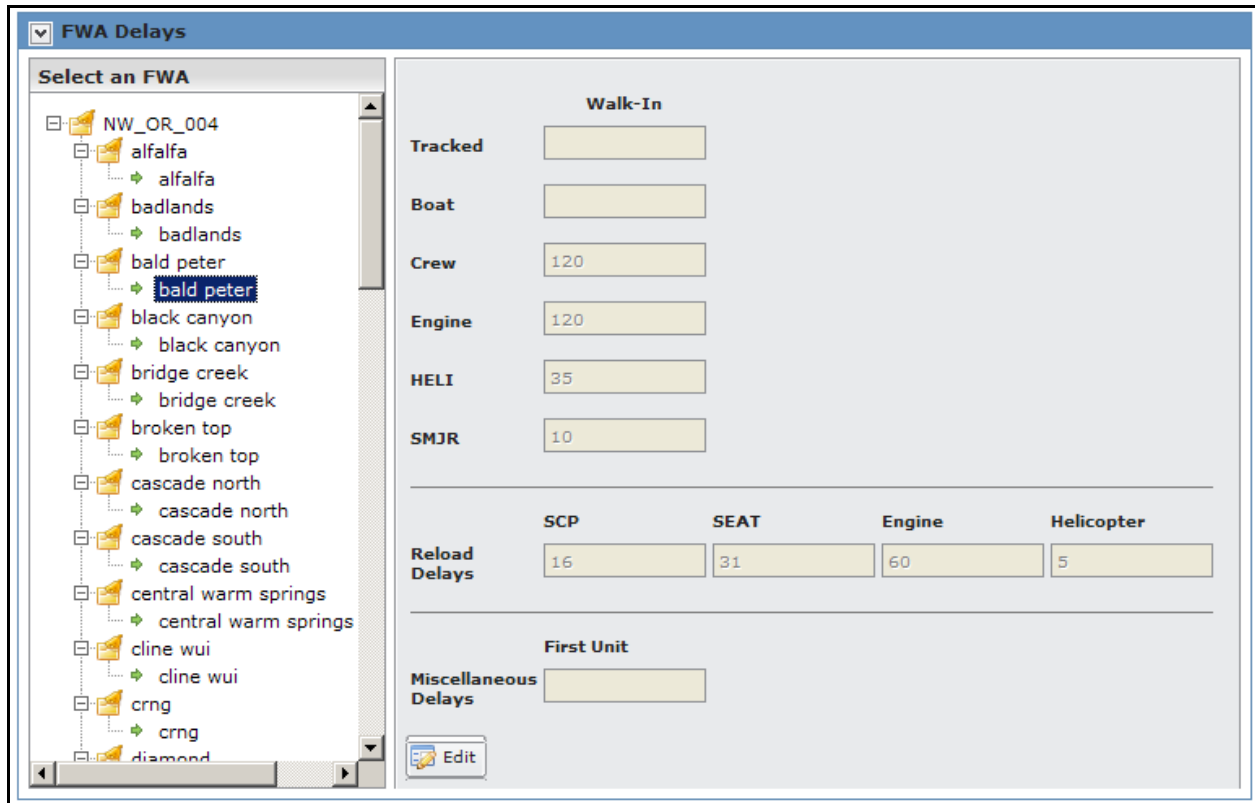
- **FPU level** – When you select an FPU from the navigation tree, click , enter the appropriate delay values, and click , all FWAs within the FPU automatically share the same delay values as the FPU. For example, when you select NW\_OR\_004, enter the delay information, all FWAs in NW\_OR\_004 share the same delay values entered at the FMU level. You can edit delays for an individual FWA by selecting it and modifying the delays information.
- **FMG level** –When you select an FMG from the navigation tree, click , and enter the appropriate delay values, and click , all FWAs within the FMG share the same delays values. For example, when you select NW\_OR\_004, the Badlands FMG, and enter the appropriate delay values, all FWAs in the Badlands FMG share the same delay values. You can edit delays for an individual FWA by selecting it and modifying the delays information.
- **FWA level** – When you select an FWA from the navigation tree, click , enter the appropriate delay values, and click , these delay values apply only to that FWA.



## Assigning and Managing FWA Delays

1. Select **Input Data > FWAs > Define Delays**.

Displays the FWA Delays screen.

All checkboxes are disabled until you click the  button that places the entire table into edit mode, and activates another series of buttons.



2. Scroll to the appropriate FMG or FWA and click to select it. When you click on the FWA icon (for example  **bald peter**), the FWA to Dispatch Location Associations screen refreshes. All checkboxes and buttons are disabled.
3. Click  to enable all fields for editing.

# FPA User Guide

## Assigning and Managing Delays

Reload Delays			
SCP	SEAT	Engine	Helicopter
16	31	60	5

Walk-In	
Tracked	
Boat	
Crew	120
Engine	120
HELI	35
SMJR	10

First Unit	
Miscellaneous Delays	

The system grays out all other navigational tools until the user saves or cancels

4. Enter new or modified delay information.




The value for all delays must be from 0 through 9999 minutes.

### Definitions

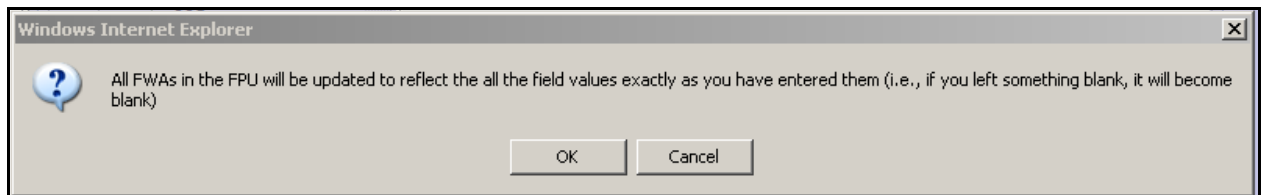
- **Walk-In:** This delay represents the typical time, after the Mobilization Delay, for fire resources to travel cross-country, on foot, to fires in FMGs or FWAs. The FPU team should determine the Walk-In Delay based on a general or typical time it takes to walk into a fire. This means that if an engine is defined in the dispatch logic and is to be used in the fire containment, then a part of its preproduction delay calculation is the walk-in delay. The Walk-In Delay is applied to fires identified by the program by FWA, and is based on the Walk-in % Attribute for an FWA. Engine production rate for Walk-In fires is the same as the dry production rate. It's applied based on the engines daily staffing. For smokejumpers (SMJR) and helitack (HELI), the Walk-In Delay is the typical time it takes to walk from the landing zone to the fire. Tracked vehicle Walk-In Delays represent the typical time it takes within the FMG or FWA to walk into the fire after the crew unloads the vehicle. The system handles fireboats like an engine, in that the Walk-In Delay represents the typical time to walk to the fire after crews have traveled as far as possible by boat.
- **Reload Delays:** Represents the typical time amount of time it takes for a producer type to depart a fire, refill, and return to the fire. For SCP's (Scoopers), this value represents the typical time to get to a body of water suitable for the scooper to land

on. For Single Engine Airtankers (SEAT's), this value represents the typical time to get from a fire to a suitable landing site, field, or airport to load and return to the fire. When a water tender is on scene, engines do not use the Engine Reload Delay. For helicopters, this delay value is the typical time it takes a helicopter to depart a fire in the FWA, fly to a suitable fill site, fill their bucket or tank, and return to the fire.

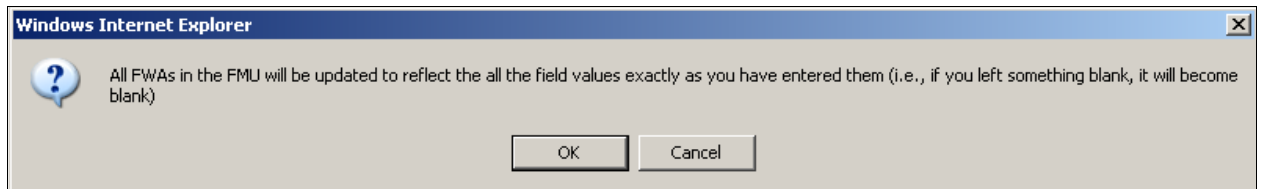
- **First Unit:** This delay represents the typical time for the first line producing ground resource (including smokejumpers and helitack once on the ground) to size up the fire. No line producing resource can begin production until the First Unit Delay has been satisfied.

5. Click  to save the new FWA to dispatch location associations and update the database. Click  to any of these messages boxes to complete the save, or click  to return to the FWAs to Dispatch Location Associations box. No database updates occur.

If you are saving settings at the FPU level, displays.



If you are saving setting at the FMG level, displays:



If you are saving associations for an FWA, the screen updates without any onscreen message.