



Woodward Fire Update

Information 415-851-9970

Fire Update – September 08, 2020

There was a minimal amount of fire activity yesterday, but crews worked through the night keeping an eye on potential problem areas that might be impacted by the weather event that started yesterday. A small flare-up occurred in the late afternoon that fire crews were able to extinguish quickly.

You may see more smoke in the air, however, most of it is coming from other fires burning in Oregon and California.

With the marine layer lifting and the higher temperature, the fuels have started drying out and you will be seeing some interior flareups.

Critical Fire Weather Expected. The marine layer will be shallow or erode completely. Maximum relative humidity is expected to be 70–100 percent in the morning for the coast with ridges as low as 10–20 percent. Daytime highs will be 75°–90° coast and 90°–100° inland. Gusty northeast winds across the ridges, potentially gusting to 35 mph in aligned canyons, gaps, and saddles. Winds will remain gusty through the evening, before lessening after midnight.

Today crews will be looking for hot spots and potential problem areas as well as assessing the burned areas for damage impacts.

Motorists are asked to be vigilant as firefighter vehicles and equipment travel down roadways. When encountering fire traffic please slow down, be patient, and drive safely.

Quick Facts	
Incident Summary	
Fire Location	3 miles SW of Olema, California
Approximate Acreage	4,853 acres
Containment	95%
Reported Date (Cause)	September 18, 2020 (Lightning)
Incident Commander	Eric Newell - Nevada Interagency Type 3 Team 4
Total Resources	4 hand crews, 10 engines, 1 water tender, and 1 helicopter, 1 masticator
Total Personnel	161
Cooperating Agencies	National Park Service
Number of Injuries/Illnesses	6 (minor)
Number of structures lost	0
Online Links	
InciWeb https://inciweb.nwcg.gov/incident/7062	
Facebook https://facebook.com/PointReyesNPS	
Closures and Fire Restrictions Marin County Sheriff's Department 415-473-7250	