

April 4, 2023

To Local Authorities,

BC Wildfire Service (BCWS) Executive Leadership Team reached a decision that all structure protection and structure defence preparedness and response activities will be organized by the direction of BCWS as the provincial lead agency.

BCWS has been exploring process efficiencies for deploying additional resources to local authorities in need of fire services assistance. Going forward, local authorities will request assistance directly from the local authority Emergency Operations Centre (EOC) or fire department Incident Commander (IC) directly to a BCWS zone office or fire centre for fire services equipment and personnel. This eliminates the requirement for a local authority to contact Emergency Management Climate Readiness (EMCR) Provincial Regional Emergency Operations Centre (PREOC) and in turn the Provincial Emergency Coordination Centre (PECC). The zone office or fire centre will then request resources to be deployed through the Provincial Wildfire Coordination Centre (PWCC) to expedite response timeframes.

Local authorities are encouraged to contact BCWS to request a representative to attend an EOC or support the fire department IC to develop a structure defence plan.

It is important to note that local authorities are responsible for all fires located within their fire protection areas and must use existing mutual aid agreements before requesting additional fire services resources.

The attached flow chart provides an overview of the process to request fire services resources. This process will expedite the deployment of critical resources to an incident. In addition, administrative processes, tools, and controls will enable more accurate financial accounting and reporting of fire services resources from deployment to demobilization.

If you should require further information, please contact the SPCO@gov.bc.ca

Respectfully

A handwritten signature in blue ink, appearing to read "Kurtis Isfeld".

Kurtis Isfeld
Deputy Director, Provincial Operations
BC Wildfire Service