

June 21, 2021

FOR IMMEDIATE RELEASE

Evening Wildfire Fire Ready, Set, Go Update

FLAGSTAFF, Ariz. —Several communities are in SET status because of the Rafael and Snake Fires. Coconino County uses a READY, SET, GO system during fire season. Residents should be in a READY status at all times, prepared and monitoring the situation. SET status means to be prepared to evacuate at a moment's notice. SET status means there is danger in the area. GO means evacuate now.

Due to the Rafael Fire, all areas south of 1-40, west of I-17, including Westwood Estates, Camp Navajo, Equestrian Estates, Flagstaff Ranch, Upper Oak Creek Canyon west of 89, University Heights, Mountain Dell, Kachina Village, Forest Highlands, Pine Del, Woody Mountain Road south of I-40, Garland Prairie and Pine Aire Estates and residents in between are in SET status.

As a result of the Snake Fire, residents of Happy Jack Lodge, Clear Creek Pines 1 and 2, Mahan Park, Poor Farm, and Fisher Properties are in SET status.

Residents in these areas are asked to begin preparing for a possible GO order to evacuate at a moment's notice and are advised to locate their emergency go kit and be ready to evacuate. This is NOT an evacuation notification.

Click here for an accompanying map: <u>www.coconino.az.gov/2021firemap</u>. Users can zoom in and out to see fires in the area, as well as READY, SET, GO status. Please click on the "i" in the top right corner for the fire information and the map legend. Users can select a specific fire map by clicking on the left-hand navigation on their desktop computer or scrolling at the bottom of the screen on their mobile phone.

Coconino County Emergency Management (CCEM) has activated an Emergency Operations Center in response to the fires. A Call Center has also been set up to answer questions. Residents may call 928.679.8647 or email <u>rafaelfire@coconino.az.gov</u>. Updated fire information is available at <u>https://inciweb.nwcg.gov/incident/7567</u>. Sign up for Emergency Notifications at <u>www.coconino.az.gov/ready</u>

###