




 <p>WILDFIRE HAZARD</p>	<p>Conduct a successful prescribed burn on the community forest.</p> <p>Remove 2 hazards from the community forest.</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>
<p>A wind storm rips through the community forest. Unfortunately, this year has been exceptionally warm and the trees are stressed from drought.</p> <p>Add 2 hazards to the community forest.</p>	<p>A wind storm rips through your community, knocking down trees. Luckily, you have removed all trees surrounding your building.</p> <p>Add 1 hazard to any other player's zone 3.</p>	<p>A wind storm rips through your community, knocking down trees. A fire starts in your building.</p> <p>If you have 0, 1, or 2 pieces in your zone 1, you are able to suppress the fire. Do nothing.</p> <p>If you have more than 2 pieces, the fire spreads. Add 2 pieces to your zone 2.</p>	<p>Ignition! A fire starts in your community forest.</p> <p>If there are 0, 1, 2, or 3 hazards in the community forest, firefighters are able to put it out by spraying it with water. Do nothing.</p> <p>If there are more than 3 hazards, the fire spreads. Add 1 hazard to each player's zone 3.</p>	<p>Ignition! Lightning strikes the community forest.</p> <p>If there are 0, 1, 2, or 3 hazards in the community forest, firefighters are able to put it out by spraying it with water. Do nothing.</p> <p>If there are more than 3 hazards, the fire spreads. Add 1 hazard to each player's zone 3.</p>	<p>Ignition! A fire starts in the community forest.</p> <p>If there are 0, 1, 2, or 3 hazards in the community forest, firefighters are able to put it out by spraying it with water. Do nothing.</p> <p>If there are more than 3 hazards, the fire spreads. Add 1 hazard to each player's zone 3.</p>	<p>Ignition! A fire starts in the community forest. You're in charge of a crew of firefighters. Should you:</p> <ol style="list-style-type: none"> 1. Dig a firebreak to remove all combustible vegetation to reduce the spread? Or 2. Should you call in a helicopter to drop fire retardant? <p>Make a decision, then remove 1 hazard from the community forest.</p>	<p>Beetle outbreak! Drought-stressed trees provide an opportunity for beetles to invade and kill trees. If there are more than 5 hazard pieces on the board, the beetle outbreak spreads.</p> <p>Add one hazard to every empty space that's touching your current space.</p>	<p>After learning about the history of fire suppression in your area, conduct a successful prescribed burn on the land surrounding your building.</p> <p>Remove 1 hazard from your zone 3.</p>
<p>Drought!</p> <p>Trees are dying due to drought caused by climate change.</p> <p>Add 1 hazard to each player's zone 3.</p>	<p>Collaborate with your community to develop a management plan that includes a prescribed burn.</p> <p>Remove 1 hazard from everybody's zone 3.</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>	<p>WILDFIRE HAZARD</p>

 <p>WILDFIRE HAZARD</p> <p>You are managing the outer circle of your building and want to keep some vegetation for aesthetic reasons. You remove a couple trees that are close together but leave the rest.</p> <p>Remove 1 hazard from your zone 3.</p>	 <p>WILDFIRE HAZARD</p> <p>You are managing the outer circle of your building. You get lazy and decide to leave some dead plants, increasing the risk of fire.</p> <p>Add 2 hazards to your zone 3.</p>	 <p>WILDFIRE HAZARD</p> <p>Your community has decided to reduce funding to land management.</p> <p>Add 1 hazard to the community forest.</p>	 <p>WILDFIRE HAZARD</p> <p>You are managing the outer circle of your building, and you choose to thin vegetation by removing every other tree.</p> <p>Remove 1 hazard from your zone 3.</p>
 <p>WILDFIRE HAZARD</p> <p>You are managing the outer circle of your building, and you choose to prune vegetation by removing dead branches.</p> <p>Remove 1 hazard from your zone 3.</p>	 <p>WILDFIRE HAZARD</p> <p>A fireworks display gets out of control in your community.</p> <p><i>If there are more than 7 hazards total on the board, the fire spreads. Every player adds one hazard to each of their zones.</i></p>	 <p>WILDFIRE HAZARD</p> <p>A campfire in the community forest gets out of control!</p> <p>Add a hazard to every empty space that's touching another hazard in the community forest.</p>	 <p>WILDFIRE HAZARD</p> <p>Your community has decided to increase funding to land management.</p> <p>Remove 1 hazard from the community forest.</p>
 <p>WILDFIRE HAZARD</p> <p>Organize a bike-to-work program in your community to reduce carbon emissions.</p> <p>Remove 1 hazard from each building's zone 3.</p>	 <p>WILDFIRE HAZARD</p> <p>Drought caused by climate change has allowed a bark beetle population to explode, causing many trees to die.</p> <p>Add 1 hazard to the community forest.</p>	 <p>WILDFIRE HAZARD</p> <p>Decide to switch to a plant-based diet to reduce your individual carbon emissions.</p> <p>Remove 1 hazard from your zone 3.</p>	 <p>WILDFIRE HAZARD</p> <p>You learn that over 1/4 of greenhouse gas emissions in the U.S. come from transportation.</p> <p><i>Tell your group one thing you could do to reduce your greenhouse gas emissions from transportation, then remove 1 hazard from your zone 3.</i></p>

 <p>WILDFIRE HAZARD</p> <p>You learn that managed forests act as a carbon sink and absorb more carbon from the atmosphere than they release.</p> <p><i>Report this information to another group, then remove 1 hazard from any one of your zones.</i></p>	 <p>WILDFIRE HAZARD</p> <p>You learn that the government offers a tax credit which saves you money if you install solar panels. You know that renewable energy will reduce your carbon emissions, so you decide to buy solar panels.</p> <p><i>Remove 1 hazard from your zone 1.</i></p>	 <p>WILDFIRE HAZARD</p> <p>Create a community education campaign to help your neighbors invest in renewable energy.</p> <p><i>Remove 1 hazard from the community forest.</i></p>	 <p>WILDFIRE HAZARD</p> <p>Consult with local land managers to improve forest health by planting more native tree species, which help to remove carbon from the atmosphere.</p> <p><i>Remove 1 hazard from the community forest.</i></p>
 <p>WILDFIRE HAZARD</p> <p>You learn that over 1/4 of greenhouse gas emissions in the U.S. come from the production of electricity from nonrenewable sources.</p> <p><i>Tell your group one thing you could do to reduce your greenhouse gas emissions from electricity, then remove 1 hazard from your zone 3.</i></p>	 <p>WILDFIRE HAZARD</p> <p>What is one way your community could take action against climate change?</p> <p><i>Share your answer with your group, then remove 1 hazard from everyone's zone 3.</i></p>	 <p>WILDFIRE HAZARD</p> <p>You learn that defensible space requires all combustible materials to be removed within 5 feet of a building.</p> <p><i>Sabotage the other players by adding one hazard to each player's zone 1.</i></p>	 <p>WILDFIRE HAZARD</p> <p>Move a firewood stack away from your building, from 10 feet away to 50 feet.</p> <p><i>Remove 1 hazard from your zone 1.</i></p>
 <p>WILDFIRE HAZARD</p> <p>Which type of outdoor furniture should you decide to buy for your patio that's 10 feet away from your building?</p> <p><i>Choose plastic, wooden, or metal and tell your group. If your group agrees with your answer, remove 1 hazard from your zone 1.</i></p>	 <p>WILDFIRE HAZARD</p> <p>Clean your roof of any debris before fire season starts.</p> <p><i>Remove 1 hazard from your zone 1.</i></p>	 <p>WILDFIRE HAZARD</p> <p>Trim tree branches that were hanging over your roof.</p> <p><i>Remove 1 hazard from your zone 1.</i></p>	 <p>WILDFIRE HAZARD</p> <p>You recently bought a new grill for your patio. A fire ignites!</p> <p><i>If you have any hazards on your zone 1, the fire spreads. Add one hazard to every empty space that's touching the hazards in your zone 1.</i></p>

 <p>WILDFIRE HAZARD</p>	<p>You want to build a driveway near your building. Explain to your group how a driveway could help reduce risk of fire to your building.</p> <p><i>Remove 1 hazard from your zone 2.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>You've recently purchased a new car and want to build a detached garage. You decide to build it at least 50 feet away from your building to reduce fire risk.</p> <p><i>Remove 1 hazard from your zone 2.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>You're doing some landscaping and decide you want to plant your trees really close together. You know that this increases fire risk, but you do it anyways.</p> <p><i>Add 1 hazard to your zone 2.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>You do a scan of your yard and decide you need to remove 3 combustible items.</p> <p><i>Tell your group the 3 items you would remove, then remove all hazards from your zone 2.</i></p>
 <p>WILDFIRE HAZARD</p>	<p>You're thinking about conducting a prescribed burn on the community forest today. Winds are expected today at 30 mph, but you already have a crew in place to do the burn. Tomorrow should be less windy, with winds around 10 mph.</p> <p><i>You decide to wait till a less windy day, remove 1 hazard from the community forest.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>You're excited to learn that smokejumpers are special types of wildland firefighters that jump out of helicopters and have decided to start a new career.</p> <p><i>If you don't already have the wildland firefighter career card, trade cards with the person that has it.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>You learn that relative humidity means how much moisture is in the air, and that a prescribed fire can't burn if relative humidity is too high.</p> <p><i>Report this information to another group, then remove 1 hazard from anywhere on the board.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>Prune all of the trees you see between 30-100 feet away from your building.</p> <p><i>Remove all hazards from your zone 2.</i></p>
 <p>WILDFIRE HAZARD</p>	<p>Choose to replace an existing rock garden near your building with a plant garden.</p> <p><i>Add 1 hazard to your zone 1.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>You're having a mid-life crisis and want to explore new career opportunities.</p> <p><i>Trade career cards with anyone.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>Upon finding a broken window at your building, you decide not to replace it. A wildfire starts nearby. The embers are able to get inside your building, causing the fire to spread.</p> <p><i>Add 1 hazard to each of your 3 zones.</i></p>	 <p>WILDFIRE HAZARD</p>	<p>A wildland firefighter needs to be in good physical condition to pass a "pack test", where they have to carry a heavy backpack several miles.</p> <p><i>Speed walk around the room, then remove one hazard piece from any space.</i></p>