

WEEDS, FIRE RISK, & RESILIENT FOREST LANDSCAPES

Weeds can become an unintended consequence of fire & fuels management

THE PROBLEM

Woody fuel treatments can increase weeds by:



Opening canopy for light-loving weeds



Disturbing soil & established native species



Spreading seeds between treatment sites

ECOLOGICAL IMPACTS

Weeds impact biodiversity & ecosystem function



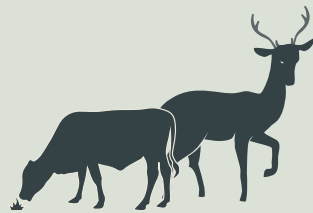
Fires often exacerbate the impacts of weeds by removing natives & benefiting invasives

Decrease native plant & wildlife habitat



Increase erosion & alter hydrologic cycling

Decrease forage for livestock & wildlife



WEEDS ARE FUEL!

FIRE IMPACTS

Weeds alter fuel & fire characteristics



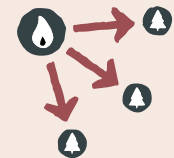
Dry out quickly in summer, easily ignite and shift fire season earlier

Increase fine fuel load & continuity in treated areas



Increase fire spread rates across landscapes

Decrease fire response times



Increase fire frequency as weeds recover quickly (1-3 years) after fire

CHALLENGES

of effective weed management include:

1
SOCIAL CHALLENGES

Weeds not uniformly viewed as a fuel and fire problem (especially in forests)



Weeds aren't viewed as an issue until widespread, when management is much more difficult



2
POLICY CHALLENGES

Lack of weed-focused management targets



Funds only available immediately after fires, not when weed invasions occur years later



3
IMPLEMENTATION CHALLENGES

Limited integration among resource specialists during project planning



Limited seed resources and species for post-fire restoration efforts



TACKLING THE PROBLEM

Working towards effective weed management by:



Planning & embracing existing policies together



Increasing options for post-fire seed resources



Setting quantifiable weed targets



Conducting targeted weed research



Investing in weed management & offering flexible funding for post-fire weed treatments



Spreading the word! Effective education & sharing science at local & leadership levels

Weed management is part of building resilient forest landscapes