

Tornado

Enhanced Fujita Category	Wind Speed (mph)	Potential Damage
EF0	65-85	Light damage. Peels surface off some roofs; some damage to gutters or siding; branches broken off trees; shallow-rooted trees pushed over.
EF1	86-110	Moderate damage. Roofs severely stripped; mobile homes overturned or badly damaged; loss of exterior doors; windows and other glass broken.
EF2	111-135	Considerable damage. Roofs torn off well-constructed houses; foundations of frame homes shifted; mobile homes completely destroyed; large trees snapped or uprooted; light-object missiles generated; cars lifted off ground.
EF3	136-165	Severe damage. Entire stories of well-constructed houses destroyed; severe damage to large buildings such as shopping malls; trains overturned; trees debarked; heavy cars lifted off the ground and thrown; structures with weak foundations blown away some distance.
EF4	166-200	Devastating damage. Well-constructed houses and whole frame houses completely leveled; cars thrown and small missiles generated.
EF5	>200	Incredible damage. Strong frame houses leveled off foundations and swept away; automobile-sized missiles fly through the air in excess of 100 m (109 yd); high-rise buildings have significant structural deformation;

Combined NOAA/TORRO Hailstorm Intensity Scales

Size Code	Intensity Category	Typical Hail Diameter (inches)	Approximate Size	Typical Damage Impacts
H0	Hard Hail	up to 0.33	Pea	No damage
H1	Potentially Damaging	0.33-0.60	Marble or Mothball	Slight damage to plants, crops
H2	Potentially Damaging	0.60-0.80	Dime or grape	Significant damage to fruit, crops, vegetation
H3	Severe	0.80-1.20	Nickel to Quarter	Severe damage to fruit and crops, damage to glass and plastic structures, paint and wood scored
H4	Severe	1.2-1.6	Half Dollar to Ping Pong Ball	Widespread glass damage, vehicle bodywork damage
H5	Destructive	1.6-2.0	Silver dollar to Golf Ball	Wholesale destruction of glass, damage to tiled roofs, significant risk of injuries
H6	Destructive	2.0-2.4	Lime or Egg	Aircraft bodywork dented, brick walls pitted
H7	Very destructive	2.4-3.0	Tennis ball	Severe roof damage, risk of serious injuries
H8	Very destructive	3.0-3.5	Baseball to Orange	Severe damage to aircraft bodywork
H9	Super Hailstorms	3.5-4.0	Grapefruit	Extensive structural damage. Risk of severe or even fatal injuries to persons caught in the open
H10	Super Hailstorms	4+	Softball and up	Extensive structural damage. Risk of severe or even fatal injuries to persons caught in the open

Fire Danger

Rating	Basic Description	Detailed Description
CLASS 1: Low Danger (L) COLOR CODE: Green	fires not easily started	Fuels do not ignite readily from small firebrands. Fires in open or cured grassland may burn freely a few hours after rain, but wood fires spread slowly by creeping or smoldering and burn in irregular fingers. There is little danger of spotting.
CLASS 2: Moderate Danger (M) COLOR CODE: Blue	fires start easily and spread at a moderate rate	Fires can start from most accidental causes. Fires in open cured grassland will burn briskly and spread rapidly on windy days. Woods fires spread slowly to moderately fast. The average fire is of moderate intensity, although heavy concentrations of fuel – especially draped fuel – may burn hot. Short-distance spotting may occur, but is not persistent. Fires are not likely to become serious and control is relatively easy.
CLASS 3: High Danger (H) COLOR CODE: Yellow	fires start easily and spread at a rapid rate	All fine dead fuels ignite readily and fires start easily from most causes. Unattended brush and campfires are likely to escape. Fires spread rapidly and short-distance spotting is common. High intensity burning may develop on slopes or in concentrations of fine fuel. Fires may become serious and their control difficult, unless they are hit hard and fast while small.
CLASS 4: Very High Danger (VH) COLOR CODE: Orange	fires start very easily and spread at a vary fast rate	Fires start easily from all causes and immediately after ignition, spread rapidly and increase quickly in intensity. Spot fires are a constant danger. Fires burning in light fuels may quickly develop high-intensity characteristics - such as long-distance spotting - and fire whirlwinds, when they burn into heavier fuels. Direct attack at the head of such fires is rarely possible after they have been burning more than a few minutes.
CLASS 5: Extreme (E) COLOR CODE: Red	fire situation is explosive and can result in extensive property damage	Fires under extreme conditions start quickly, spread furiously and burn intensely. All fires are potentially serious. Development into high-intensity burning will usually be faster and occur from smaller fires than in the Very High Danger class (4). Direct attack is rarely possible and may be dangerous, except immediately after ignition. Fires that develop headway in heavy slash or in conifer stands may be unmanageable while the extreme burning condition lasts. Under these conditions, the only effective and safe control action is on the flanks, until the weather changes or the fuel supply lessens.

Earthquake

Mercalli Scale	Richter Scale	Full Description
I.	0 – 1.9	Not felt. Marginal and long period effects of large earthquakes.
II.	2.0 -2.9	Felt by persons at rest, on upper floors, or favorably placed.
III.	3.0 – 3.9	Felt indoors. Hanging objects swing. Vibration like passing of light trucks. Duration estimated. May not be recognized as an earthquake.
IV.	4.0 - 4.3	Hanging objects swing. Vibration like passing of heavy trucks. Standing motor cars rock. Windows, dishes, doors rattle. Glasses clink the upper range of IV, wooden walls and frame creak.
V.	4.4 - 4.8	Felt outdoors; direction estimated. Sleepers wakened. Liquids disturbed, some spilled. Small unstable objects displaced or upset. Doors swing, close, open. Pendulum clocks stop, start.
VI.	4.9 - 5.4	Felt by all. Many frightened and run outdoors. Persons walk unsteadily. Windows, dishes, glassware broken. Books, etc., off shelves. Pictures off walls. Furniture moved. Weak plaster and masonry D cracked. Small bells ring. Trees, bushes shaken.
VII.	5.5 - 6.1	Difficult to stand. Noticed by drivers of motor cars. Hanging objects quiver. Furniture broken. Damage to masonry D, including cracks. Weak chimneys broken at roof line. Fall of plaster, loose bricks, stones, tiles, cornices. Some cracks in masonry C. Waves on ponds. Small slides and caving in along sand or gravel banks. Large bells ring. Concrete irrigation ditches damaged.
VIII.	6.2 - 6.5	Steering of motor cars affected. Damage to masonry C; partial collapse. Some damage to masonry B. Fall of stucco and some masonry walls. Twisting, fall of chimneys, factory stacks, monuments, towers, elevated tanks. Frame houses moved on foundations. Decayed piling broken off. Branches broken from trees. Changes in flow or temperature of springs and wells. Cracks in wet ground and on steep slopes.
IX.	6.6 - 6.9	General panic. Masonry D destroyed; masonry C heavily damaged, sometimes with complete collapse; masonry B seriously damaged. (General damage to foundations.) Serious damage to reservoirs. Underground pipes broken. Conspicuous cracks in ground. In alluvial areas sand and mud ejected, earthquake fountains, sand craters.
X.	7.0 - 7.3	Most masonry and frame structures destroyed with their foundations. Some well-built wooden structures and bridges destroyed. Serious damage to dams, dikes, embankments. Large landslides. Water thrown on banks of canals, rivers, lakes, etc. Sand and mud shifted horizontally on beaches and flat land. Rails bent slightly.
XI.	7.4 - 8.1	Rails bent greatly. Underground pipelines completely out of service.
XII.	> 8.1	Damage nearly total. Large rock masses displaced. Lines of sight and level distorted. Objects thrown into the air.

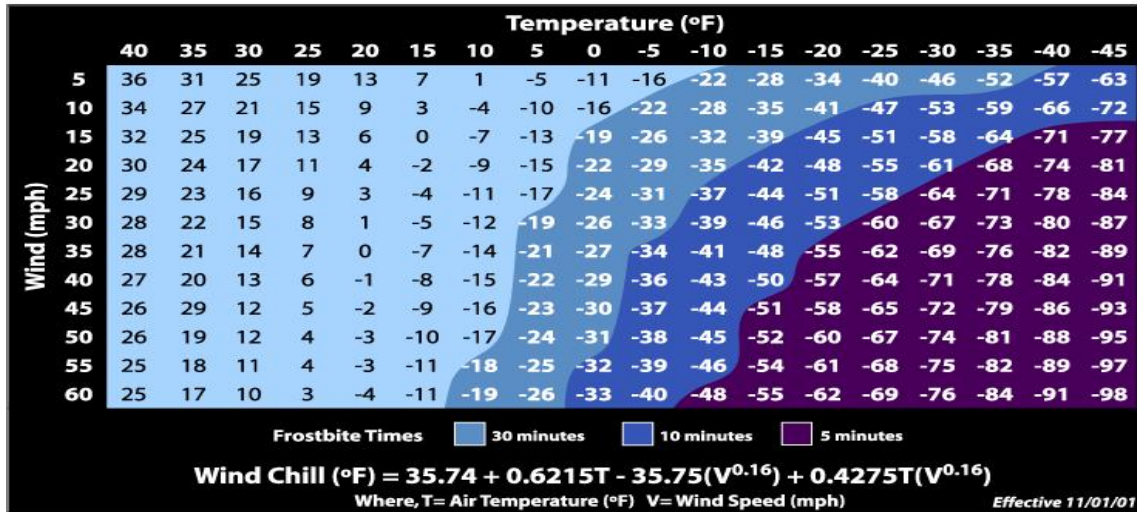
Wind

Force	Wind (Knots)	WMO Classification	Appearance of Wind Effects	
			On the Water	On Land
0	Less than 1	Calm	Sea surface smooth and mirror-like	Calm, smoke rises vertically
1	1-3	Light Air	Scaly ripples, no foam crests	Smoke drift indicates wind direction, still wind vanes
2	4-6	Light Breeze	Small wavelets, crests glassy, no breaking	Wind felt on face, leaves rustle, vanes begin to move
3	7-10	Gentle Breeze	Large wavelets, crests begin to break, scattered whitecaps	Leaves and small twigs constantly moving, light flags extended
4	11-16	Moderate Breeze	Small waves 1-4 ft. becoming longer, numerous whitecaps	Dust, leaves, and loose paper lifted, small tree branches move
5	17-21	Fresh Breeze	Moderate waves 4-8 ft taking longer form, many whitecaps, some spray	Small trees in leaf begin to sway
6	22-27	Strong Breeze	Larger waves 8-13 ft, whitecaps common, more spray	Larger tree branches moving, whistling in wires
7	28-33	Near Gale	Sea heaps up, waves 13-20 ft, white foam streaks off breakers	Whole trees moving, resistance felt walking against wind
8	34-40	Gale	Moderately high (13-20 ft) waves of greater length, edges of crests begin to break into spindrift, foam blown in streaks	Whole trees in motion, resistance felt walking against wind
9	41-47	Strong Gale	High waves (20 ft), sea begins to roll, dense streaks of foam, spray may reduce visibility	Slight structural damage occurs, slate blows off roofs
10	48-55	Storm	Very high waves (20-30 ft) with overhanging crests, sea white with densely blown foam, heavy rolling, lowered visibility	Seldom experienced on land, trees broken or uprooted, "considerable structural damage"
11	56-63	Violent Storm	Exceptionally high (30-45 ft) waves, foam patches cover sea, visibility more reduced	
12	64+	Hurricane	Air filled with foam, waves over 45 ft, sea completely white with driving spray, visibility greatly reduced	

Wind Chill



Wind Chill Chart



Extreme Heat / Heat Index

Temperature (°F)

	80	82	84	86	88	90	92	94	96	98	100	102	104	106	108	110
40	80	81	83	85	88	91	94	97	101	105	109	114	119	124	130	136
45	80	82	84	87	89	93	96	100	104	109	114	119	124	130	137	
50	81	83	85	88	91	95	99	103	108	113	118	124	131	137		
55	81	84	86	89	93	97	101	106	112	117	124	130	137			
60	82	84	88	91	95	100	105	110	116	123	129	137				
65	82	85	89	93	98	103	108	114	121	128	136					
70	83	86	90	95	100	105	112	119	126	134						
75	84	88	92	97	103	109	116	124	132							
80	84	89	94	100	106	113	121	129								
85	85	90	96	102	110	117	126	135								
90	86	91	98	105	113	122	131									
95	86	93	100	108	117	127										
100	87	95	103	112	121	132										

Likelihood of Heat Disorders with Prolonged Exposure or Strenuous Activity

 Caution
 Extreme Caution
 Danger
 Extreme Danger

Flood Zones

Zone A	A	The 100-year or Base Floodplain. There are six types of A zones: The base floodplains mapped by approximate methods, i.e., BFEs are not determined. This is often called an unnumbered A zone or an approximate A zone.
	A1-30	These are known as numbered A zones (e.g., A7 or A14). This is the base floodplain where the firm shows a BFE (old format).
	AE	The base floodplain where base flood elevations are provided. AE zones are now used on new format FIRMs instead of A1-30 zones.
	AO	The base floodplain with sheet flow, ponding, or shallow flooding. Base flood depths (feet above ground) are provided.
	AH	Shallow flooding base floodplain. BFE's are provided.
	A99	Area to be protected from base flood by levees or Federal flood protection systems under construction. BFEs are not determined.
Zone V and VE	AR	The base floodplain that results from the de-certification of a previously accredited flood protection system that is in the process of being restored to provide a 100-year or greater level of flood protection
	V	The coastal area subject to velocity hazard (wave action) where BFEs are not determined on the FIRM.

Zone B and Zone X (shaded)	<p>VE The coastal area subject to velocity hazard (wave action) where BFEs are provided on the FIRM.</p> <p>Area of moderate flood hazard, usually the area between the limits of the 100-year and the 500-year floods. B zones are also used to designate base floodplains or lesser hazards, such as areas protected by levees from the 100-year flood, or shallow flooding areas with average depths of less than one foot or drainage areas less than 1 square mile.</p>
Zone C and Zone X (unshaded)	<p>Area of minimal flood hazard, usually depiction FIRMs as exceeding the 500-year flood level. Zone C may have ponding and local drainage problems that do not warrant a detailed study or designation as base floodplain. Zone X is the area determined to be outside the 500-year flood.</p>
Zone D	<p>Area of undetermined but possible flood hazards.</p>

Drought / Fire Behavior

0 - 200	Soil and fuel moisture are high. Most fuels will not readily ignite or burn. However, with sufficient sunlight and wind, cured grasses and some light surface fuels will burn in spots and patches.
200 - 400	Fires more readily burn and will carry across an area with no gaps. Heavier fuels will still not readily ignite and burn. Also, expect smoldering and the resulting smoke to carry into and possibly through the night.
400 - 600	Fire intensity begins to significantly increase. Fires will readily burn in all directions exposing mineral soils in some locations. Larger fuels may burn or smolder for several days creating possible smoke and control problems.
600 - 800	Fires will burn to mineral soil. Stumps will burn to the end of underground roots and spotting will be a major problem. Fires will burn thorough the night and heavier fuels will actively burn and contribute to fire intensity.

PDSI Classifications for Dry and

4.00 or more	Extremely wet
3.00 to 3.99	Very wet
2.00 to 2.99	Moderately wet
1.00 to 1.99	Slightly wet
0.50 to 0.99	Incipient wet spell
0.49 to -0.49	Near normal
-0.50 to -0.99	Incipient dry spell
-1.00 to -1.99	Mild drought
-2.00 to -2.99	Moderate drought
-3.00 to -3.99	Severe drought
-4.00 or less	Extreme drought