



Wildfire Identify. Wildfire is an uncontrolled fire spreading through vegetative fuels, exposing and possibly consuming structures. Naturally occurring and non-native species of grasses, brush, and trees fuel the spread of wildfires. Wildland-urban-interface occurs when homes come into contact with vegetative fuels for a wildfire to consume. These fires are generally the result of dry conditions combined with lightning or carelessness and spread unconstrained through the environment. Public awareness helps to mitigate such fires. Preparedness may include banning outdoor burning during the dry season.



Hazard Scores

Flood Hazard Scores

The flood hazard scores are derived from the FEMA Q3 "Zone" values. The Q3 layer is derived from the FEMA paper flood insurance rate maps. Although the resolution is 1:24,000, which has an allowable error of 40 feet, FEMA recommends using 250 feet as the potential error. This layer cannot be used for a legal flood determination.

Score	Original Value	Description
4	Floodway	Floodway (within zone AE)
	V	1% with Velocity no Base Flood Elevation (BFE)
	VE	1% with Velocity BFE
3	A	1% Annual Chance no BFE
	A99	1% Federal flood protection system
	AE	1% has BFE
	AH	1% Ponding has BFE
	AO	1% Sheet Flow has depths
	AR	1% Federal flood protection system
2	X500	0.2% Annual Chance
1	ANI	Area not included in survey
	D	Undetermined but possible
0	UNDES	Undesignated
	X	Outside Flood Zones

SLOSH Hazard Scores

The Sea, Lake and Overland Surges from Hurricanes (SLOSH) is a computerized model to estimate storm surge heights and winds resulting from historical, hypothetical, or predicted hurricanes by taking into account pressure, size, forward speed, track, and wind speed from a storm. This layer represents the SLOSH results from a hypothetical event, showing SLOSH inundation areas for each category in the Saffir-Simpson Hurricane Scale. The areas inundated by a category 4 or category 5 storm surge have been combined to reflect their decreased probability of occurrence. The horizontal positional accuracy is unknown for this layer.

Score	Original Value	Description
5	1	Inundated By a Category 1 Hurricane
4	2	Inundated By a Category 2 Hurricane
3	3	Inundated By a Category 3 Hurricane
2	4	Inundated By a Category 4 Hurricane
	5	Inundated By a Category 5 Hurricane

Seismic Hazard Scores

The seismic hazard layer is based on the USGS Probabilistic Seismic Hazard Map, showing the percentage of gravity that the area has a 2 percent probability of exceedance in 50 years. The score classification reflects that used by the IRC Seismic Design Categories. The horizontal positional accuracy is unknown for this layer.

Score	Original Value	Description
4	D1	50 - 83% gravity
3	C	33 - 50% gravity
2	B	17 - 33% gravity
1	A	0 -17% gravity

Wildfire Risk Scores

The Wildfire Risk Layer was based on the USDA Forest Service, RMRS Fire Sciences Laboratory "Wildland Fire Risk to Flammable Structures, V 1.0" map. Although this data was not intended for use at a detail greater than state-wide analysis, it has been included as the best available data on wildfire risk. The scores are based on the risk value from the original layer. The horizontal positional accuracy is unknown for this layer.

Score	Original Value	Description
4	5	High

3	4	Moderate
2	3	Low
1	2	Very Low
0	1	No Houses
	7	Agriculture
	8	Water
	9	City

Wind Hazard Scores

The Wind Hazard Scores are based on the 2000 International Building Code, figure 1609 contours showing 3 second gust wind speeds with a 50 year return interval. The Northwest portion of the state scored an additional point for the 250 mph community tornado shelter design zone according to FEMA publications.

Score	Original Value	Description
5	> 120 mph	3 second gust greater than 120 mph
4	110 to 119 mph	
3	100 to 109 mph	
2	90 to 99 mph (or ZONE IV)	This score is also given to an area with Zone IV of the "Design Wind Speed Map for Community Shelters," representing an area exposed to 250 mph winds. This area is the Northwestern corner of the state.
1	< 90 mph	