

Hazus Quick Assessment Report

Estimated Economic Loss (\$ Billions)

Category	Description	Range
General Building Stock	Building Damage	4.50 - 18.10
	Building Contents	0.60 - 2.60
	Business Interruption	1.10 - 4.40
Infrastructure	Lifelines Damage	
Total		7.30 - 29.20

Preliminary Damage Assessment (PDA) Estimates

Description	Residential	Commercial	Other	Total
Affected	100,900	7,000	3,900	111,800
Minor	34,600	4,600	2,500	41,700
Major	10,500	1,600	960	13,060
Destroyed	2,200	570	330	3,100
Total	148,200	13,770	7,690	169,660

Estimated Casualties : Day Time

Severity Level	Description	# Persons
Level 1	Medical Aid	900 - 4,000
Level 2	Hospital Care	200 - 800
Level 3	Life-threatening	30 - 110
Level 4	Fatalities	50 - 200

Estimated Shelter Needs

Type	Households	People
Displaced Households	2,000 - 10,000	5,000 - 25,000
Public Shelter	1,150	2,890

Earthquake Information

Location :
Origin Time:
Magnitude : 9.34
Epicenter Latitude/Longitude :
/
Depth & Type : /U

Name :
NA

Ground Motion /Attenuation :

Maximum PGA: 1.00

Information Sources:

Comments :

Population and Building Exposure

Population: 15,149,716

Building Exposure : (\$ Millions)

Residential	1,930,350
Commercial	521,007
Other	454,841
Total	2,906,198

Counties : See Appendix

Comments :

Major Metro Area :

**Hazus damage estimates are presented using FEMA Preliminary Damage Assessment (PDA) categories. These estimates should be used for planning purposes and may not reflect actual observed damages from the PDA process.*

Disclaimer:

The estimates of social and economic impacts contained in this report were produced using HAZUS loss estimation methodology software which is based on current scientific and engineering knowledge. There are uncertainties inherent in any loss estimation technique. Therefore, there may be significant differences between the modeled results contained in this report and the actual social and economic losses following a specific earthquake. These results can be improved by using enhanced inventory, geotechnical, and observed ground motion data.