DAVE'S COMPARE GUIDES™

Handy Comparison Guide to Commonly Employed Official Government

EMERGENCY SEVERITY SCALES

SCALES SAVE LIVES®

FIRE DANGER

EXTREME	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 fir es than in the Very High Danger class. 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.
VERY HIGH	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.
HIGH	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.
MODERATE	Fires can start from most accidental causes, but with the exception of lightning in some areas, the number of starts is generally low. 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.
LOW	Fuels do not ignite readily from small firebrands, although a more intense heat source – such as lightning – may start many fires in duff or punky wood. 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.

TORNADO EF SCALE

EF-X	**3 Second Gust: <360 MPH** ***Inconceivable damage.*** Should a tornado with the maximum wind speed in excess of EF-5 occur, the extent and types of damage may not be conceived. A number of missiles such as iceboxes, water heaters, storage tanks, automobiles, etc. will create serious secondary damage on structures.
EF-5	**3 Second Gust: <200 MPH** ***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; incredible phenomena will occur.
EF-4	**3 Second Gust: 166-200 MPH** ***Devastating damage.*** Whole frame houses Well-constructed houses and whole frame houses completely leveled; cars thrown and small missiles generated.
EF-3	**3 Second Gust: 136-165 MPH** ***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.
EF-2	**3 Second Gust: 111-135 MPH** ***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.
EF-1	**3 Second Gust: 86-110 MPH** ***Moderate damage.*** Roofs severely stripped; mobile homes overturned or badly damaged; loss of exterior doors; windows and other glass broken.
EF-0	**3 Second Gust: 65-85 MPH** ***Light damage.*** Peels surface off some roofs; some damage to gutters or siding; branches broken off trees; shallow-rooted trees pushed over.

Modified Mercalli EARTHQUAKE INTENSITY SCALE

XII	**CATASTROPHIC.** Total destruction – everything is destroyed. Lines of sight and level distorted. Objects thrown into the air. The ground moves in waves or ripples. Large amounts of rock move position. Landscape altered, or leveled by several meters. Even the routes of rivers can be changed.
XI	**EXTREME.** Few, if any structures remain standing. Numerous landslides, cracks and deformation of the ground. ***Mag. 9.0***
X	**INTENSE.** Many well-built structures destroyed, collapsed, or moderately to severely damaged. Most other structures destroyed, possibly shifted off foundation. Large landslides. ***Mag. 8.0***
IX	**VIOLENT.** General panic. Damage slight to moderate (possibly heavy) in well-designed structures. Well-designed structures thrown out of plumb. Damage moderate to great in substantial buildings, with a possible partial collapse. Some buildings may be shifted off foundations. Walls can fall down or collapse. ***Mag. 7.5***
VIII	**DESTRUCTIVE.** Damage slight in structures of good design, considerable in normal buildings with a possible partial collapse. Damage great in poorly built structures. Brick buildings easily receive moderate to extremely heavy damage. Possible fall of chimneys, factory stacks, columns, monuments, walls, etc. Heavy furniture moved. ***Mag. 7.0***
VII	**VERY STRONG.** Difficult to stand. Furniture broken. Damage light in building of good design and construction; slight to moderate in ordinarily built structures; considerable damage in poorly built or badly designed structures; some chimneys broken or heavily damaged. Noticed by people driving automobiles. ***Mag. 6.0***
VI	**STRONG.** Felt by everyone, outside or inside; many frightened and run outdoors, walk unsteadily. Windows, dishes, glassware broken; books fall off shelves; some heavy furniture moved or overturned; a few instances of fallen plaster. Damage slight to moderate to poorly designed buildings, all others receive none to slight damage. ***Mag. 5.0***
V	**RATHER STRONG.** Felt inside by most or all, and outside. Dishes and windows may break and bells will ring. Vibrations are more like a large train passing close to a house. Possible slight damage to buildings. Liquids may spill out of glasses or open containers. None to a few people are frightened and run outdoors. ***Mag. 4.5***
IV	**MODERATE.** Felt indoors by many to all people, and outdoors by few people. Some awakened. Dishes, windows, and doors disturbed, and walls make cracking sounds. Chandeliers and indoor objects shake noticeably. The sensation is more like a heavy truck striking building. Standing automobiles rock noticeably. Dishes and windows rattle alarmingly. Damage none. ***Mag. 4.0***
III	**SLIGHT.** Felt quite noticeably by people indoors, especially on the upper floors of buildings. Many do not recognize it as an earthquake. Standing automobiles may rock slightly. Vibration similar to the passing of a truck. Duration can be estimated. Indoor objects (including chandeliers) may shake. ***Mag. 3.0***
II	**WEAK.** Felt only by a couple people that are sensitive, especially on the upper floors of buildings. Delicately suspended objects (including chandeliers) may swing slightly. ***Mag. 2.5***
I	**INSTRUMENTAL.** Generally not felt by people unless in favorable conditions. ***Mag. 2.0***

TERROR RISK

SEVERE	Severe Risk of Terrorist Attacks
HIGH	High Risk of Terrorist Attacks
ELEVATED	Significant Risk of Terrorist Attacks
GUARDED	General Risk of Terrorist Attacks
LOW	Low Risk of Terrorist Attacks

AIR QUALITY INDEX

HAZARDOUS	HEALTH CONCERN Maroon AQI 301-500
VERY UNHEALTHY	HEALTH CONCERN Purple AQI 201-300
UNHEALTHY	HEALTH CONCERN Red AQI 151-200
UNHEALTHY FOR SENSITIVE GROUPS	HEALTH CONCERN Orange AQI 101-150
MODERATE	HEALTH CONCERN Yellow AQI 51-100
GOOD	HEALTH CONCERN Green AQI 0-50