

NOTICE

Hood River County is updating the **Natural Hazards Mitigation Plan**. Mitigation plans outline community risk to natural hazards and outline potential actions the County can take to reduce risks to people, property and the local economy BEFORE the next hazard event (e.g., wildfire, winter storm, flood, earthquake, etc.) strikes. The Cities of Cascade Locks and Hood River are creating locally specific sections as well.

Please share your perspective by filling out this SHORT survey (less than 5 minutes!):

<https://www.surveymonkey.com/r/WG8CMFW>.

If you are interested in learning more or providing input, contact Nicolia Mehrling at nicolia.mehrling@co.hood-river.or.us. You can see the former version of the plan, adopted in 2012, [here](#), at the Hood River County Emergency Management web page. Drafts of the new plan will be posted there as soon as they are available.

Optional Additions

The local planning committee updated the hazard priorities for county this March:

2018 Hazard Analysis

Hazard	History	Probability	Vulnerability	Maximum Threat	Total	Rank	Risk Level
Winter Storm	9	10	9	10	233	1	High
Wildfire	9	9	6	9	201	2	High
CSZ Event	2	6	6	8	156	3	Medium
Landslide	5	7	5	7	154	4	Medium
Drought	4	7	7	6	152	5	Medium
Flood	3	6	3	8	143	6	Medium
Crustal Earthquake	2	4	5	8	137	7	Medium
Windstorm	2	4	4	8	132	8	Medium
Volcano	2	2	5	7	113	9	Low

The mitigation actions from 2012 included...

- Improved understanding of Landslide Risk and improved Landslide Hazard Area maps
- Increase and maintain public awareness of severe storms, landslides, and volcanic risks

- Reduce trees in public utility right-of-ways
- Establish countywide Wildfire Protection Group
- Perform forest management in zones relevant to potable water systems
- Evaluate emergency response plans, public communication methods, and evacuation routes in event of major disaster
- Enhance debris management/removal programs for storm events
- Update county zoning ordinances to protect property from hazards (landslides, wildfires, floods)

