

Earthquakes



CERT Basic Training Hazards

An Earthquake is...

- A sudden slipping or movement of a portion of the Earth's crust
 - Caused by a sudden release of stresses
 - Usually less than 25 miles below the surface

Earthquake Damage

- Collapsed buildings
- Damage to utilities, structures, and roads
- Fires and explosions
- Structural instability, e.g., dams



Likelihood of an Earthquake

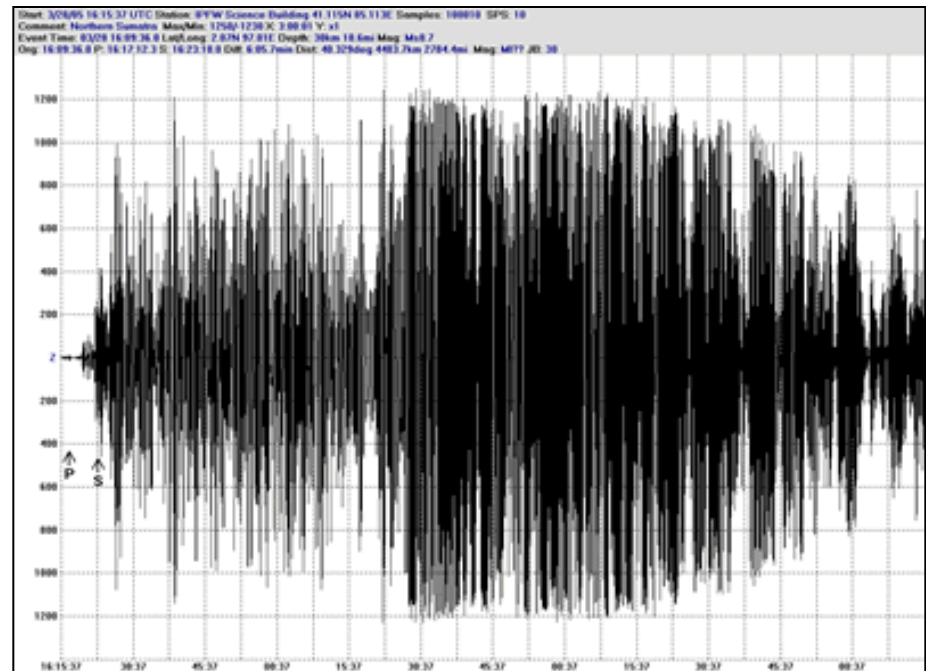
- Greatest likelihood
 - Western United States
 - San Andreas Fault
 - Western Oregon and Washington
 - Alaskan coast
 - New Madrid Fault Zone in Missouri
 - Few pockets on East Coast
 - Coastal South Carolina
 - New England

Earthquake Statistics

- 75 million Americans in 39 states face significant risk
- Residents of California face the highest risk (17 million people) followed by residents of western Washington State
- 4 million people along New Madrid Fault Zone at great risk
- Residents of Massachusetts, North Carolina, and South Carolina also at risk

Richter Scale

- Small: 5.0 to 5.9
- Moderate: 6.0 to 6.9
- Major: 7.0 to 7.9
- Great: 8.0 or greater



Earthquake Preparedness

- Develop home earthquake plan
- Conduct earthquake drills
- Develop plan for reuniting family members
- Develop family communication plan
- Keep supplies on hand

Earthquake Preparedness

- Store heavy and breakable objects on low shelves
- Secure bookshelves and water heaters
- Install flexible pipe
- Move beds away from windows
- Move or secure hanging objects over beds, sofas, or chairs
- Keep shoes and flashlight under bed

During an Earthquake

- Drop, cover, and hold
- If indoors, stay there until shaking stops
- If outdoors, find a spot away from buildings, trees, streetlights, power lines, and overpasses
- If in a vehicle, drive to clear spot and stop

After an Earthquake

- First:
 - Check selves for injuries
 - Protect selves from further danger
- Then:
 - Extinguish small fires
 - Clean up spills
 - Inspect home for damage
 - Help neighbors
 - Tune to Emergency Alert System (EAS)
 - Expect aftershocks