

FREE LIST of 20 Possible Disasters to Consider

Review each disaster. Select the warning signal, time to get safe, and risks based on where you live.

Disaster	Warning Signal(s)	Time to get safe	Human Impact	Property Impact	Financial Impact
Allergic Reaction - Negative reaction to food, insect bite, plants, etc. that results in the need for medical attention	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Computer – Stolen or destruction of data on your home computer	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Contamination – Examples includes drinking water or food borne contamination such as E.coli, salmonella, etc.	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Earthquakes – Sudden ground motion or trembling possibly resulting in damage or casualties	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Fire – House (contained or limited) – Fire contained in one house or limited units in a complex	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Floods – Excessive water (from snowmelt, rainfall or storm surge) overflowing onto the banks and flood plains	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Hazardous Materials Spill - Spilling of hazardous materials possibly during transportation or by mistake	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Home Invasion/Robbery – Entry into your home by someone who is not authorized and/or the taking of any asset without permission	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Hurricanes – Torrential rains and high winds	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%
Identity Theft – The unauthorized taking and/or using of your name, personal information, and financial information for purposes of illegal transactions or activities	<input type="checkbox"/> None <input type="checkbox"/> Audio <input type="checkbox"/> Visual <input type="checkbox"/> Smell <input type="checkbox"/> Written	<input type="checkbox"/> 10 min or less <input type="checkbox"/> 3+ days <input type="checkbox"/> 24 hr <input type="checkbox"/> 1 hr	<input type="checkbox"/> None <input type="checkbox"/> Death <input type="checkbox"/> Major Injury <input type="checkbox"/> Minor Injury	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%	<input type="checkbox"/> None <input type="checkbox"/> 100% <input type="checkbox"/> 75% <input type="checkbox"/> 50% <input type="checkbox"/> 25%

Disaster	Warning Signal(s)	Time to get safe	Human Impact	Property Impact	Financial Impact
Landslides - Can be a natural or man-made rapid flow of mud down the side of a hill or mountain	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Lightening – Hits to the earth by lightening (happens at 800 times per minute worldwide)	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Loss of Job – You lose your job, paycheck and benefits due to layoffs, outsourcing, company closing, disaster, etc.	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Terrorist Attack – An attack of any kind by a one or more persons meant to harm assets and/or humans to create fear	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Tornado – A rotating column of air that touches the ground	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Transportation Accident – Car/Truck – A disaster involving a car or truck; includes motorcycles, all-terrain vehicles, etc. or major infrastructure	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Unexpected Death – Adult – Death of an adult from an accident or the quick onset of a medical problem leaving little time to prepare	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Unexpected Death – Child – Death of a child from an accident or the quick onset of a medical problem leaving little time to prepare	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Utility Outage –Loss of any utility (electric, gas, water) for more than 4 hours (local or widespread)	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%
Work Stoppage – A group refuses to do their job. Examples: garbage collectors, dock workers, teachers, medical personnel, airline pilots, adult/ child day-care, etc.	() None () Audio () Visual () Smell () Written	() 10 min or less () 3+ days () 24 hr () 1 hr	() None () Death () Major Injury () Minor Injury	() None () 100% () 75% () 50% () 25%	() None () 100% () 75% () 50% () 25%

Bottom Line: The more disasters providing limited or no time to get safe, the more you need a written family emergency plan!