

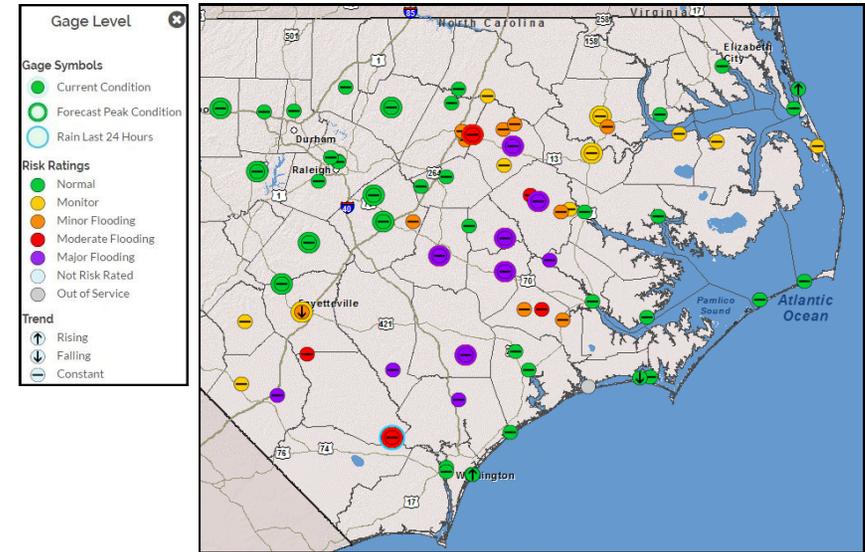


# Hurricane Matthew—October 13, 2016, 4:00 PM

## Flood Gages

### CURRENT INCIDENT SYNOPSIS:

- \* Focus is to stabilize situations in impacted areas, continue flood operations response, and implement recovery operations.
- \* River and stream flooding continues across Central and Eastern North Carolina due to rainfall from Hurricane Matthew.
- \* Power, water, and wastewater restoration continues in the affected areas.
- \* A Federal Disaster Declaration was made on 10/10; Individual Assistance is available for 17 counties, Public Assistance is available for 34 counties, and Hazard Mitigation assistance available statewide. Potential exists for counties to be added as damage assessment data is refined.
- \* Several counties are continuing nightly curfews and evacuations are being issued as rivers crest and flood new areas.
- \* 20 school systems closed and 3 delayed on Friday (10/14).



### IMPACTS TO NORTH CAROLINA:

- \* 40 counties have declared a State of Emergency and 27 counties have EOCs open (down from 28 at last report).
- \* 39 shelters open; decrease in population to 3,022 (from 3,462).
- \* 8 counties have active evacuation orders. Boil water advisories issued for parts of 18 counties (down from 19).
- \* 5 volunteer engineers/architects deploying to Edgecombe County to inspect flooded and damaged residences and are expected to arrive tonight.
- \* 17,600 applications for Individual Assistance and over \$2.8 million approved.
- \* Large number of roads closed (including portions of I-40 and I-95) due to flooding and downed trees. US-70 is closed in Kinston due to flooding.
- \* 41,304 customers without power.
- \* 22 confirmed storm related deaths.
- \* Estimated 2,299 rescues conducted since beginning of event.
- \* Current Conditions - Major Flooding – 10 gages, Moderate Flooding – 5 gages, and Minor Flooding – 10 gages. Forecasted Condition – Major Flooding – 3 gages, Moderate Flooding – 2 gages and Receding Flooding – 12 gages.
- \* Structural assessments of roads and bridges needed before many can be reopened.

# Flooding