|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Initial situation overview form | | | | | | | | |
| **Assessment area** *[descriptive title]* | | | |  | | | | |
| *[Insert or sketch map here, and use the reference indicators (e.g. A1, D2, M2) on the map to indicate the physical locations and status of assets.]* | | | | | | | | |
| Assessor’s details | | | | | | | | |
| Name | |  | | | | | | |
| Phone number | |  | | | | | Date *[yyyy/mm/dd]* |  |
| Organisation/ agency | |  | | | | | | |
| People and animals | | | | | | | | |
|  | **Status** | | **Reference** | | **Number** | **Notes** | | |
| People | Injured | | A1 | |  |  | | |
| Uninjured | | A2 | |  |  | | |
| Deceased | | A3 | |  |  | | |
| Displaced | | A4 | |  |  | | |
| Livestock | Injured | | B1 | |  |  | | |
| Stranded | | B2 | |  |  | | |
| Deceased | | B3 | |  |  | | |
| Displaced | | B4 | |  |  | | |
| Companion animals | Injured | | C1 | |  |  | | |
| Stranded | | C2 | |  |  | | |
| Deceased | | C3 | |  |  | | |
| Displaced | | C4 | |  |  | | |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Assets | | | | |
|  | **Damage** | **Reference** | **Number** | **Notes** |
| Residential buildings or properties | Minor | D1 |  |  |
| Major | D2 |  |  |
| Community buildings or properties (e.g. schools) | Minor | E1 |  |  |
| Major | E2 |  |  |
| Commercial buildings or properties (e.g. shops, offices) | Minor | F1 |  |  |
| Major | F2 |  |  |
| Power | Minor | G1 |  |  |
| Major | G2 |  |  |
| Fuel | Minor | H1 |  |  |
| Major | H2 |  |  |
| Water | Minor | I1 |  |  |
| Major | I2 |  |  |
| Telecomms | Minor | J1 |  |  |
| Major | J2 |  |  |
| Rail | Minor | K1 |  |  |
| Major | K2 |  |  |
| Bridge | Minor | L1 |  |  |
| Major | L2 |  |  |
| Hazardous materials (sewage, waste, chemicals etc.) | Minor | M1 |  |  |
| Major | M2 |  |  |
| Roads | Minor | N1 |  |  |
| Major | N2 |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Administration only** | | | |
| Injured | Yes / No | Date/time confirmed |  |
| Deceased | Yes / No | Assigned to |  |
| Displaced | Yes / No |  |  |