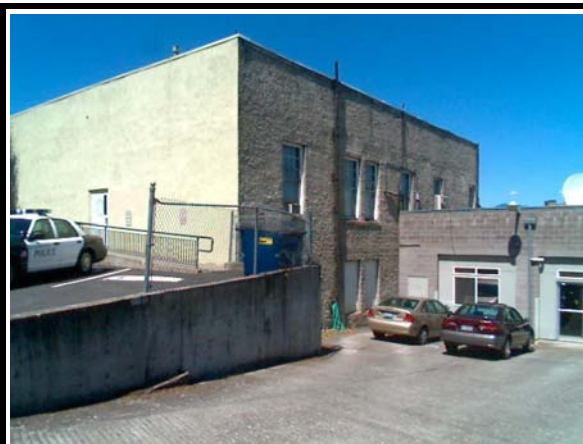


Building Type		County	
Police - City		Hood	
Street			
211 2nd St			
City	State	Zip	
Hood River	OR	97031	
Latitude		Longitude	
45.70838		121.51194	
Tracking Code		Inspection Date	
RVS in 2006		8/2/2006	



Seismicity Zone: Moderate

FEMA 154 Rapid Visual Screening Score Card

	Type	Basic Score	Vert Irreg	Plan Irreg	Pre-Code	Post-Bench	Soil C	Soil D	Soil E	RVS Score
Primary	URM	3.4	-1.5	-0.5	-0.4	0	0	0	0	1
Secondary	C2	3.6	-2	-0.5	-0.4	0	0	0	0	0.7
Tertiary		0	0	0	0	0	0	0	0	0

Hood River Police

Final RVS Score

Final Type

Final Score

C2

0.7

FEMA-154 Collapse Potential

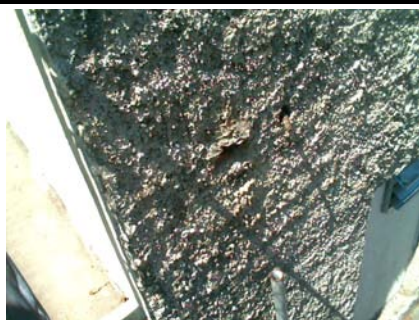
High (>10%)



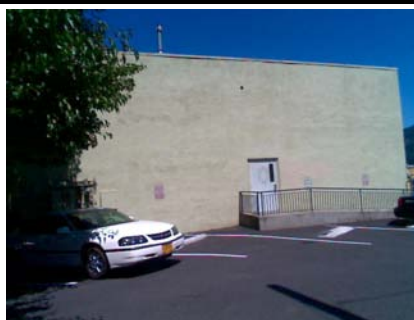
Enrollment	Year Built (Field Verified)	Year Built (Alt. Source)	Est. Decade Built
	1920	1920	1920
Total Area (square ft)	Number of Stories	Basement	Pounding Potential
	2	No	Yes

Plan Irregularities	Vertical Irregularities
Reentrant Corners: L shaped (Adjacent Build/Entity)	Building On Hill or Sloped Site
None	None
None	None

Falling Hazards	Poor Conditions
Other: Ornamental Hazard Over Exit	None
Parapets: Unreinforced Across Front of Building	None
Other: Brick Veneer	None



E Primary Structural Type



S Elevation View

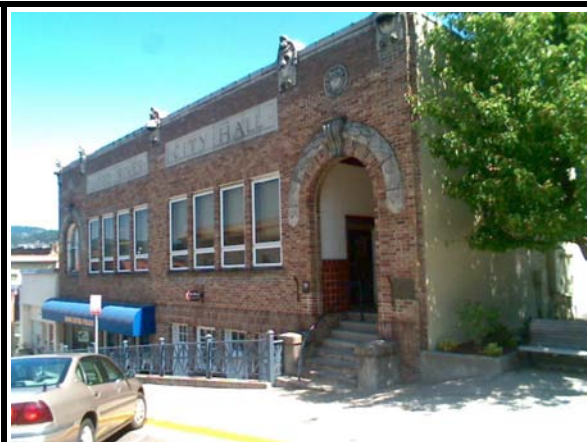


W Elevation View



W Elevation View

Building Type		County	
Police - City		Hood	
Street			
211 2nd St			
City		State	Zip
Hood River		OR	97031
Latitude		Longitude	
45.70844		121.51175	
Tracking Code		Inspection Date	
RVS in 2006		8/2/2006	



Seismicity Zone: Moderate

FEMA 154 Rapid Visual Screening Score Card

	Type	Basic Score	Vert Irreg	Plan Irreg	Pre-Code	Post-Bench	Soil C	Soil D	Soil E	RVS Score
Primary	RM1	3.6	0	-0.5	0	0	0	0	0	3.1
Secondary		0	0	0	0	0	0	0	0	0
Tertiary		0	0	0	0	0	0	0	0	0

Hood River Police

Final RVS Score

Final Type

Final Score

RM1

3.1

FEMA-154 Collapse Potential

Low (<1%)



Enrollment	Year Built (Field Verified)	Year Built (Alt. Source)	Est. Decade Built
		1920	1970
Total Area (square ft)	Number of Stories	Basement	Pounding Potential
	1	No	Yes

Plan Irregularities	Vertical Irregularities
Reentrant Corners:L shaped (Adjacent Build/Entity)	None
None	None
None	None

Falling Hazards	Poor Conditions
None	None
None	None
None	None



W Elevation View