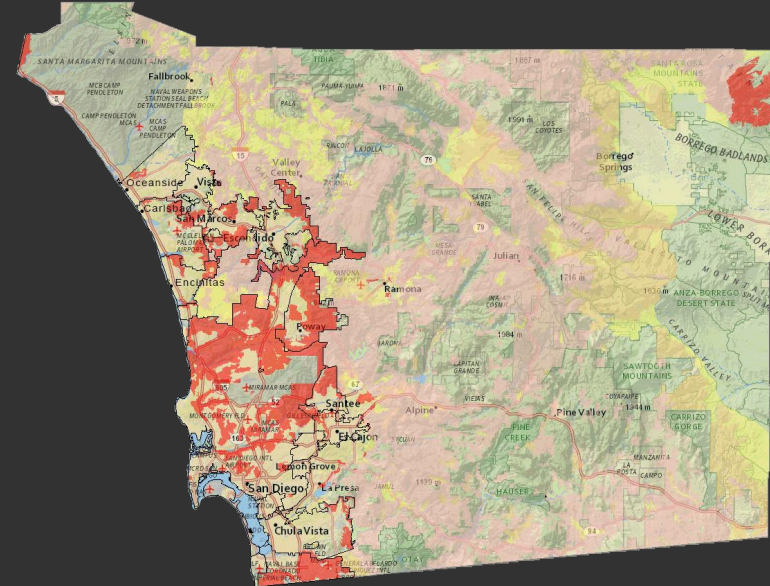


Fire Hazard Severity Zones



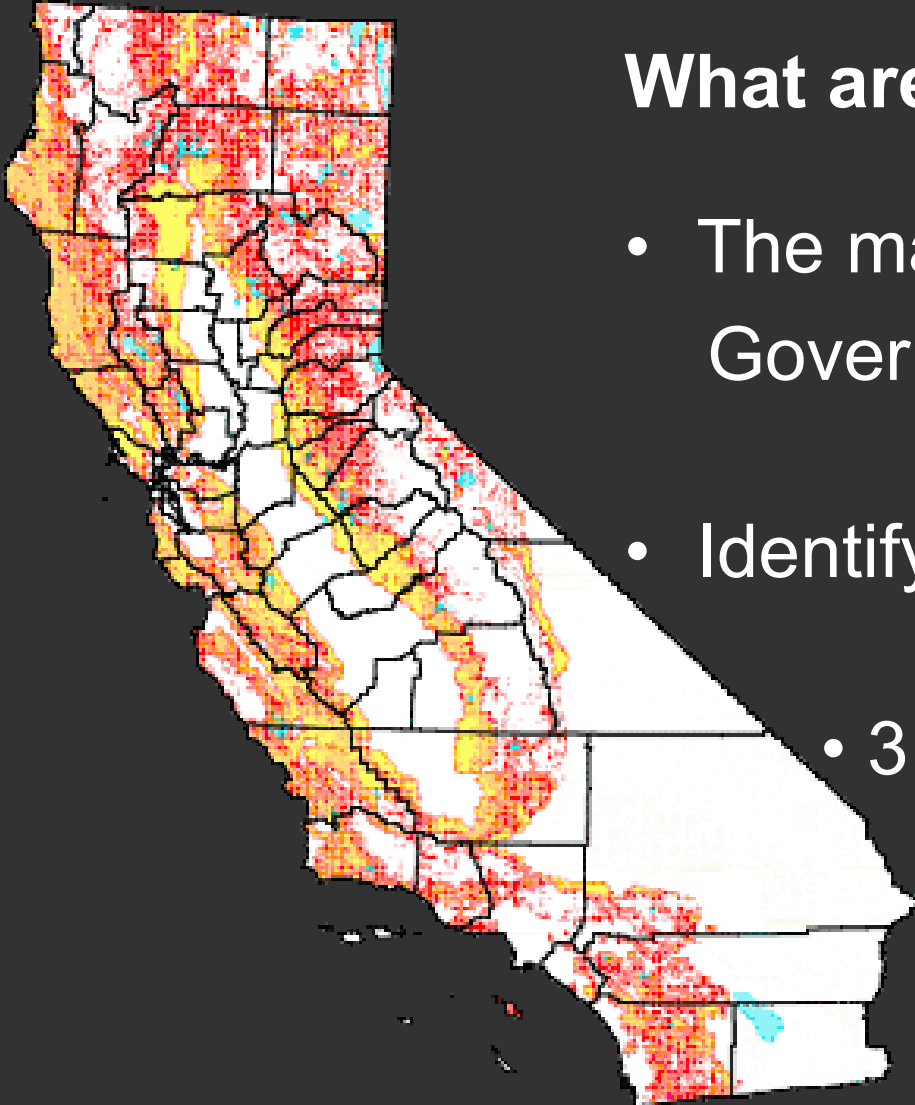
CAL FIRE

Fire Hazard Severity Zones



What are the Zones?

- The maps are required by Government Code 51178 & 51179
- Identify levels of fire hazard
 - 3 levels (Moderate, High, & Very High)



Fire Hazard Severity Zones



How are the Zones determined?

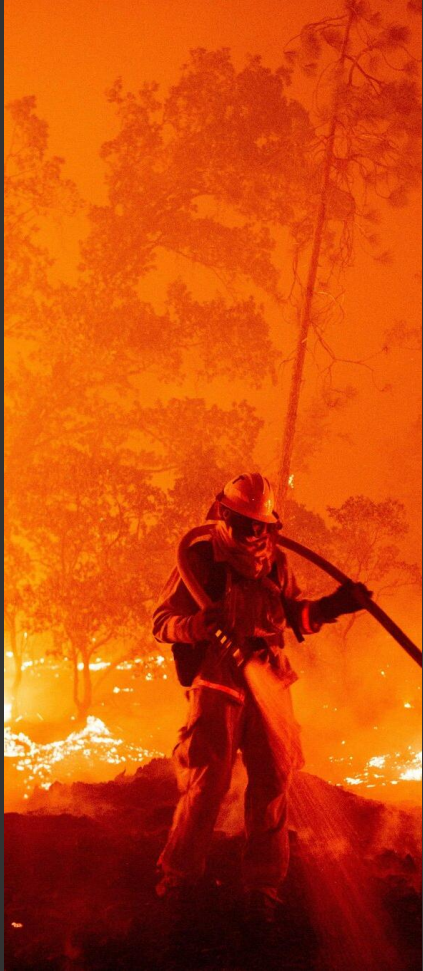
- CAL FIRE used the best available science and data to develop, and field test a model that served as the basis of zone assignments. The model evaluated the probability of the area burning and potential fire behavior in the area.
- Factors: fire history, vegetation, flame length, blowing embers, proximity to wildland, terrain, and weather



Fire Hazard Severity Zones



New Updates



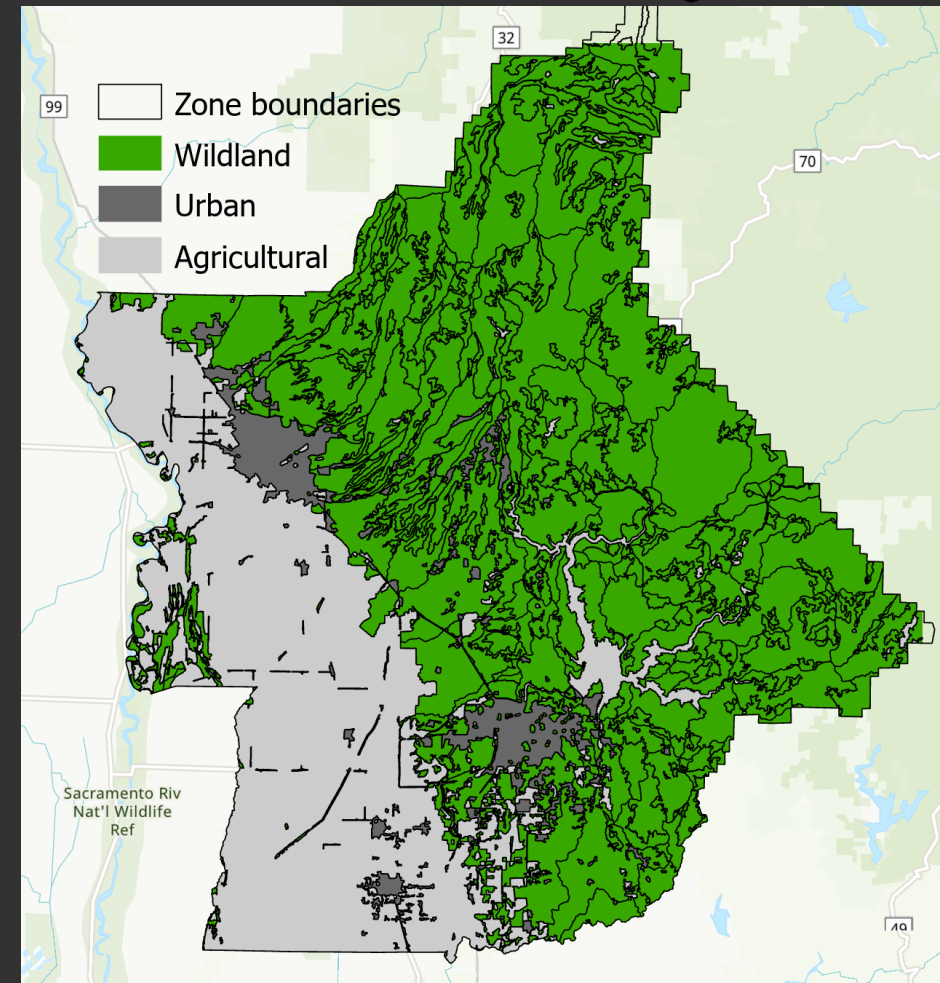
- Updated burn probabilities for wildland areas (inclusive of 2020 fires)
- Updated fire environment footprints (urban/developed)
- Updated Vegetation density for urban areas
- Inclusion of slope in the urban zoning model
- **Localized fire weather used in both wildland and urban models**
- **New firebrand production and transport model using discrete local wind vector distributions**

Fire Hazard Severity Zones



Wildland vs. Non-wildland Zones

- Zones are areas with relatively homogeneous slope and vegetation
- Hazard map is produced at 30 m resolution
- Scores are averaged within a zone
- Wildland is scored independently of urban and agricultural
- Urban zones scored using additional model steps

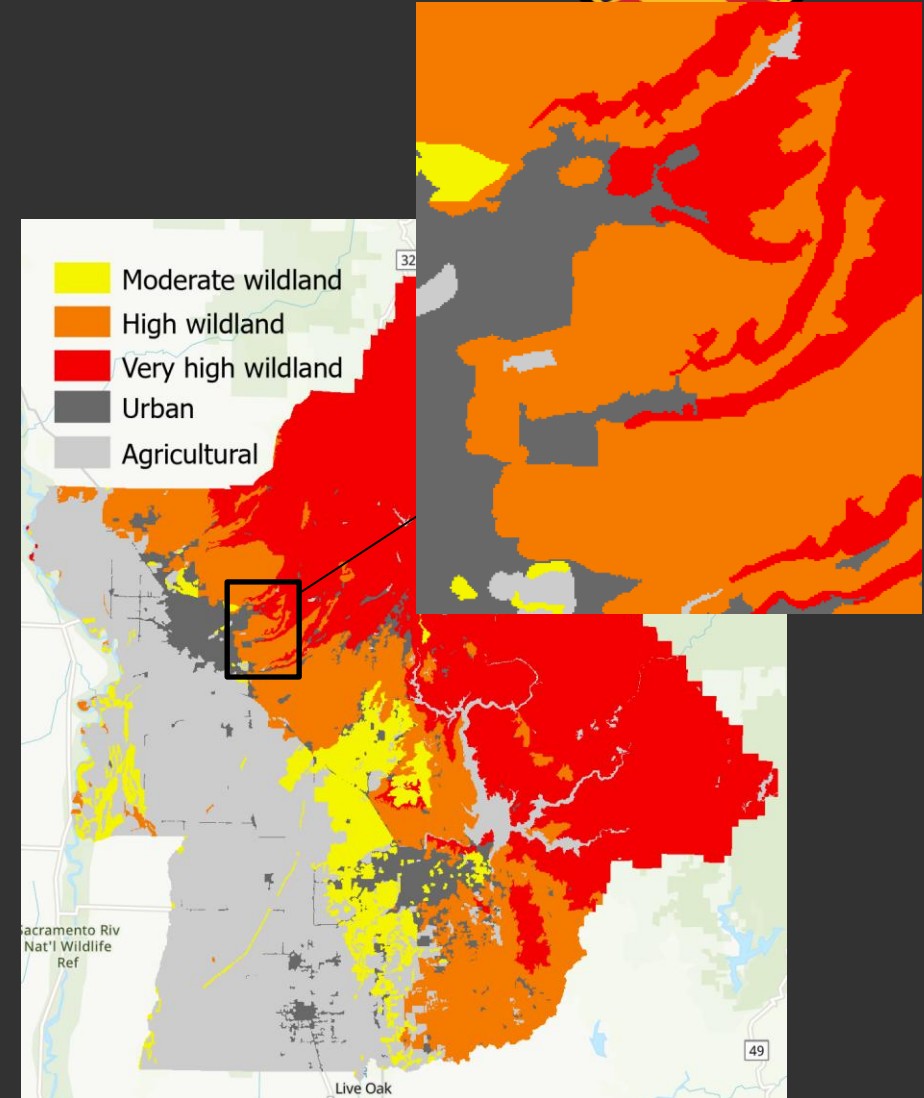


Fire Hazard Severity Zones



Wildland FHSZ

- Minimum size of 200 acres
- Burn probability
 - Based on fire occurrence from 1991-2020
- Fire intensity
 - Vegetation type
 - Slope
 - Local fire weather – how hot/dry/windy are the worst conditions at a given location (based on 2 km data from 2003-2018)

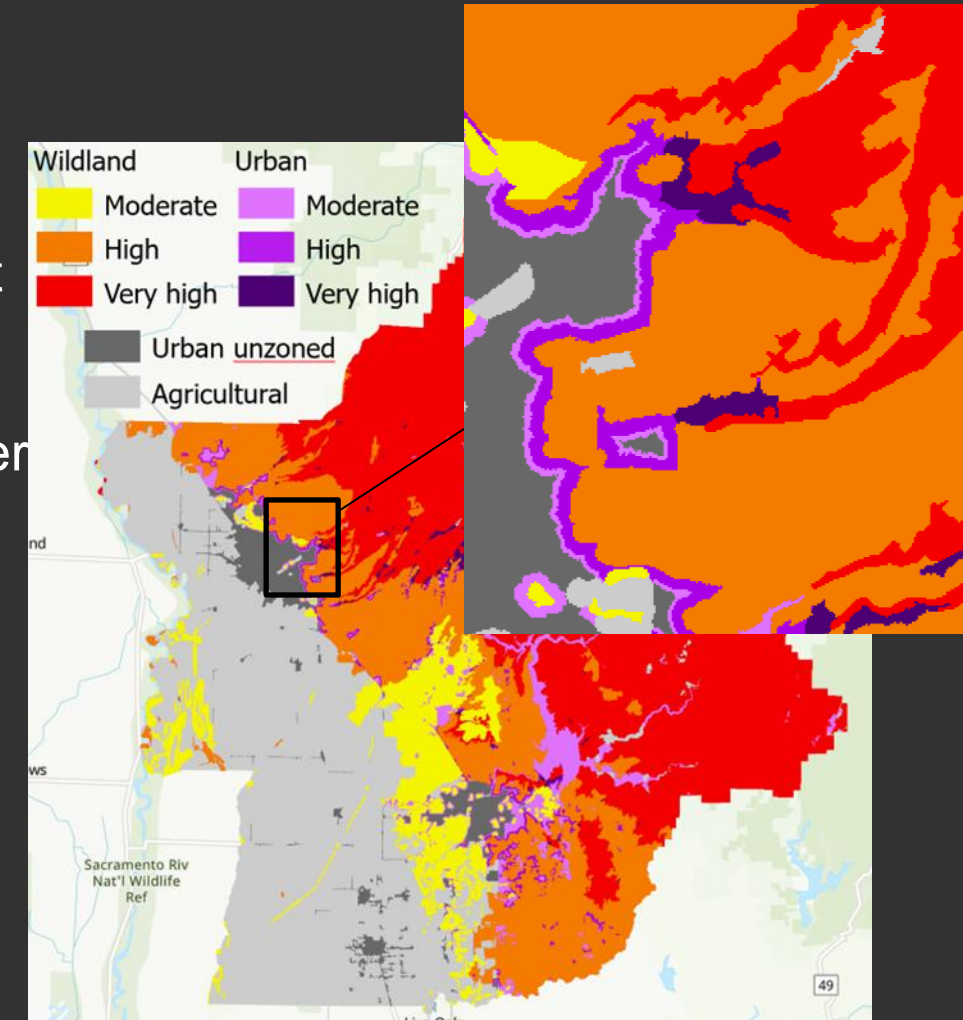


Fire Hazard Severity Zones



Urban FHSZ

- Minimum size of 20 acres for isolated islands of vegetation embedded in non-wildland.
- Based on distance to wildland and hazard level of adjacent wildland
- Ember production based on vegetation type and fire weather
- Ember transport based on wind speed/direction observed under the most extreme fire weather at a given location
- Width of moderate, high and very high bands in urban are based on ember load, urban tree cover and slope



Fire Hazard Severity Zones



What is the map for?

- Building standards for new construction in the Wildland-Urban Interface (California Building Code Chapter 7A)
- Property development standards such as road widths, water supply and signage (Fire Safe Regulations)
- Defensible Space Requirements (Government Code 51182)
- Natural hazard real estate disclosure



Examples of State Minimum Requirements



What's
Impacted...



Fire Hazard Severity Zones



Adoption Timeline:

- The updated LRA maps were received by the County Administrative Officer on February 10, 2025
- On February 12, the Lake County Community Risk Reduction Authority issued a press release to the public announcing that the 90- Day public comment period was open.
- The maps for all three local government jurisdictions (County of Lake, City of Clearlake and City of Lakeport) were published and available online at Ready.LakeCountyCA.Gov and posted in public areas of all three planning departments.
- The first Public Hearing for the County of Lake was scheduled and noticed for June 3, 2025, but continued to June 10 at 9:30am
- A second reading will be scheduled for next Tuesday, June 17, 2025



Questions?



osfm.fire.ca.gov/fhsz

A screenshot of the CAL FIRE website. The header is red with the CAL FIRE logo and navigation links. The main content area is white and features the title 'Fire Hazard Severity Zones'. Below the title is a paragraph explaining that California's dry Mediterranean climate leads to wildfires, and CAL FIRE is required to classify fire hazard severity. A video player is embedded, showing a map of California with the text 'HISTORY OF FIRE HAZARD SEVERITY ZONE MAPS'. To the right of the video is a text box titled 'The History of Fire Hazard Severity Zone Maps' with a brief description of the maps' origin.

