

## DW and WW Damage Level Definitions

<p><b>NONE</b></p> <p>GREEN</p>	<p><b>No damage</b> to the facility exists</p>
<p><b>MINOR</b></p> <p>(can match an overall status code color of yellow or red)</p> <p>WHITE</p>	<p>Encompasses a <b>wide range of damage</b> and is generally the most common type of damage. Minor damage exists when one or more facilities are <b>damaged and not functional</b>, but may be made functional in a short period of time with in-house repairs in less than 30 days and has <b>less than 50 percent damage to structure(s)</b>.</p>
<p><b>MAJOR</b></p> <p>RED</p>	<p>When the system has <b>sustained structural or significant damages</b>, is uninhabitable and requires <b>extensive repairs</b>. Any one of the following may constitute major damage. Substantial failures to structural elements of the facilities of the water and wastewater systems (e.g., walls, floors, foundation, etc.). Facility has <b>more than 50% damage</b> to one or more critical structure(s). Damage that will take more than 30 days to repair and damage can be repaired.</p>
<p><b>DESTROYED</b></p> <p>GRAY</p>	<p>The structure is a <b>total loss</b> or damaged to such an extent that <b>repairs are not economically feasible</b>. Any one of the following may constitute a status of destroyed: structures are not economically feasible to repair; structures are permanently uninhabitable; and/or complete failure of major structural components (e.g., collapse of clear-well walls/foundation, walls, roof, there is no structure left or distribution system is gone).</p>