

Emergency Vehicle Adequacy Calculator (EVAC)

The EVAC Tool allows emergency managers and first responders to calculate the number of vehicles required to handle various evacuation scenarios, and compare those figures to the resources available in their communities. The calculator is a useful online resource for communities working to develop or evaluate their evacuation plans.

To access the EVAC Tool:

- 1) Visit www.nerac.us, hover the cursor over the “Preparedness Resources >>” tab at the top of the page, and select “EVAC Calculator Tool” from the drop-down menu
 - OR, access the EVAC Tool directly at: <https://nerac-evac.herokuapp.com/>
- 2) Input:
 - The number of people and pets to be evacuated
 - The mobility levels of the evacuees
 - The distance to the shelter/destination (in hours or miles)
 - The target completion time (in hours)
- 3) The user can also adjust the following parameters:
 - Capacities and load times for each type of vehicle
 - Road conditions (speed limit, in mph)
- 4) When the appropriate information has been entered into each required field, select the “Submit” button on the bottom of the page to generate the final report
 - The message “Calculation was successfully created” will display, followed by the final report

Emergency Vehicle Adequacy Calculator

Passengers

Mobile: 500

Injured or bedridden: 10

Wheelchair bound: 2

Pets: 0

Distance from shelter: 50

Target completion time (in hours): 1

Vehicle Capacities

Bus: 30

Ambulance: 1

Paratransit vehicle: 10

Pet vehicle: 5

Load Time Per Passenger (Minutes)

Bus: 1

Ambulance: 5

Paratransit vehicle: 3

Pet vehicle: 2

Road Conditions

Vehicle speed mph: 30

Submit

Calculator Home Screen

Emergency Vehicle Adequacy Calculator

Calculation was successfully created.

Passengers mobile: 500

Passengers injured bedridden: 10

Passengers wheelchair bound: 2

Shelter distance: 50.0

Target completion time: 1.0

Buses needed: 9

Ambulances needed: 1

Paratransit vehicles needed: 1

Pet vehicles needed: 0

Edit

Final Report Screen

