Community Guide to Navigating the Risk MAP Process



CHECKLIST OF COMMUNITY ACTIONS FOR EACH PHASE



WHAT TO EXPECT AT BLE KICKOFF

- Utah DEM and its mapping partner (the Risk MAP team) will discuss the Risk MAP program, timelines, and which watersheds, rivers, and cities or towns are being studied. This is just the first step of many; the mapping process spans multiple years.
- Utah Risk MAP team will gather information about your community, including:
 - o Existing natural hazard risk information such as flood, wildfire, or landslide data; and
 - o Mitigation plans (plans for protecting your community before a disaster occurs).

WHAT THE COMMUNITY WILL RECEIVE

- Requests for your community's information, including but not limited to:
 - Local mapping capabilities, staff resources (engineers, GIS staff, floodplain managers, etc.), and people (stakeholders) to include
 - Data such as: ground survey, GIS layers, critical facilities, building footprints, local flood mapping studies/models, levee and bridge information)
 - List of contacts for the Risk MAP process
- Invitation(s) to meet with them to discuss what the Risk MAP program can offer your community and what your community's natural hazard concerns and data needs are

WHAT THE COMMUNITY OFFICIALS NEED TO DO

- Provide Utah Risk MAP team with the requested data and contact information from your community
- Learn about the BLE modeling work to understand what to expect from the initial analysis versus detailed studies that would happen later
- Engage in discussions with Utah Risk MAP team and feel welcome to share:
 - o Natural hazard risks your community is concerned about
 - What projects or activities are in place to reduce flooding
 - o Information and assistance that would help your community better plan for, reduce, and manage your risks, such as:
 - Updated data (e.g., flood mapping information)
 - Outreach materials and training
 - Ordinance Support (e.g., assistance drafting or implementing floodplain regulations)

BLE Kickoff August 2022