Cost Reference Sheet

| Relocating and Raising Assets | | | | |
|--|---------------------------|------------|--------------------------|--|
| Unit | Cost of Relocating | Мар Кеу | Cost of Raising | Map Key |
| Houses | 100,000 per home | | 50,000 per home | 260 × 280 |
| Hospital | 6,000,000 | | 6,000,000 | To show raising, draw stilts under the icon on the map |
| Fire Station | 2,500,000 | F | 1,000,000 | To show raising, draw stilts under the icon on the map |
| Post Office | 1,000,000 | \bowtie | 500,000 | To show raising, draw stilts under the icon on the map |
| Parking lot | 100,000 | Ρ | 500,000 | To show raising, draw stilts under the icon on the map |
| Library | 1,000,000 | ن | 500,000 | To show raising, draw stilts under the icon on the map |
| Historic Building | Cannot be relocated | Â | 70,000 | To show raising, draw stilts under the icon on the map |
| School | 2,500,000 | | 1,000,000 | To show raising, draw stilts under the icon on the map |
| Restaurant | 100,000 per restaurant | | 50,000 per restaurant | To show raising, draw stilts under the icon on the map |
| Grocery | 2,500,000 | } ₩ | 1,000,000 | To show raising, draw stilts under the icon on the map |
| Sheriff | 1,000,000 | | 500,000 | To show raising, draw stilts under the icon on the map |
| Roads (10,000 feet) 4 inches on the map | 200,000 | | 1,000,000 | To show raising, draw stilts under the icon on the map |

| Marina | 50,000 | (Ĵ) | Cannot be raised | Cannot be raised |
|-------------------------------|-----------|---------------|------------------|--|
| Ranch/Agriculture | 50,000 | | Cannot be raised | Cannot be raised |
| Gas Station | 300,000 | | Cannot be raised | Cannot be raised |
| Storm Shelter | 9,000 | STORM SHELTER | Cannot be raised | Cannot be raised |
| Power Plant | 9,000,000 | F | 4,500,000 | To show raising, draw stilts under the icon on the map |
| Electrical Substation | 2,000,000 | Ŕ | 300,000 | To show raising, draw stilts under the icon on the map |
| WasteWater Treatment Plant | 500,000 | | Cannot be raised | Cannot be raised |

| Asset Protection - Circular Sea Wall around the Asset | | | | |
|---|------------------|------------------|------------------|--|
| Asset | Cost for 12" SLR | Cost for 24" SLR | Cost for 36" SLR | Мар Кеу |
| Power Plant | 400,000 | 500,000 | 700,000 | Draw a circle around the icon on the map |
| Electrical Substation | 200,000 | 250,000 | 300,000 | Draw a circle around the icon on the map |
| Wastewater treatment plant | 500,000 | 600,000 | 750,000 | Draw a circle around the icon on the map |

| Alternative Solutions | | | | |
|-----------------------|---|------------------|---|--|
| Solar Panels | No longer need Power Plant and Substations | 10,000 per house | Add S to each house that has a solar panel | |
| Stricter zoning | Can't build new things in flood zones | 100,000 | Add a perimeter where new houses can't be built- designate with Z | |
| New building codes | New things built in flood zones with stilts | 150,000 | Draw C on places with new building codes | |

| Shoreline Protection | | | | |
|----------------------------------|----------------------|---------------------------------------|------------|---|
| Asset | Мар Кеу | Unit | Cost/Unit | Protection |
| Traditional Levee - 12" SLR | | (10,000 feet) 4 inches on the map | 2,000,000 | Temporary flooding Storm surge Sea level rise |
| Traditional Levee - 24" SLR | | (10,000 feet) 4 inches on the map | 3,500,000 | Temporary flooding Storm surge Sea level rise |
| Traditional Levee - 36" SLR | | (10,000 feet) 4 inches on the map | 5,000,000 | Temporary flooding Storm surge Sea level rise |
| Revetment/Seawall - 12" SLR | | (10,000 feet) 4 inches on the map | 1,500,000 | Storm surge Wave impacts erosion |
| Revetment/Seawall - 24" SLR | | (10,000 feet) 4 inches on the map | 3,000,000 | Storm surge Wave impacts erosion |
| Revetment/Seawall - 36" SLR | | (10,000 feet) 4 inches on the map | 4,000,000 | Storm surge Wave impacts erosion |
| Tidal Gate | | 1 per river | 10,000,000 | Temporary flooding Storm surge Sea level rise |
| Wall & Pump Station | Requires electricity | 1 station per station neighborhood | 1,000,000 | Temporary flooding Storm surge Sea level rise |
| Wetland/Shoreline Restoration | | (10,000 feet) 4 inches on the map | 5,000,000 | Temporary flooding Storm surge Wave impacts |
| Horizontal Levee | | (10,000 feet) 4 inches on the map | 3,000,000 | Temporary flooding Storm surge Sea level rise Wave impacts |
| Offshore Structure | | (10,000 feet) 4 inches on the map | 2,500,000 | Temporary flooding Storm surge Wave impacts |