|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Zone** | **Scenario** | **Population** | **Status after time = 2700 (sec.) (20 runs average)** | | | | | | | | | | | |
| **Existing shelters** | | | | | | **Existing + vertical shelters** | | | | | |
| **Safe** | **Moving** | **Dead** | **% safe** | **% moving** | **% dead** | **Safe** | **Moving** | **Dead** | **% safe** | **% moving** | **% dead** |
| 109+110 | Daytime | 15418 | 12692.2 | 1918.4 | 807.5 | 82.3 | 12.4 | 5.2 | 15402.6 | 15.4 | 0.0 | 99.9 | 0.1 | 0 |
| Night-time | 11718 | 9619.8 | 1368.8 | 729.4 | 82.1 | 11.7 | 6.2 | 11706.3 | 11.7 | 0.0 | 99.9 | 0.1 | 0 |
| 111 | Daytime | 8835 | 8436.6 | 398.5 | 0.0 | 95.5 | 4.5 | 0.0 | 8720.1 | 114.9 | 0.0 | 98.7 | 1.3 | 0 |
| Night-time | 3044 | 2907.2 | 136.9 | 0.0 | 95.5 | 4.5 | 0.0 | 3001.4 | 42.6 | 0.0 | 98.6 | 1.4 | 0 |
| 112 | Daytime | 8096 | 8096.0 | 0.0 | 0.0 | 100.0 | 0.0 | 0.0 | 7731.7 | 364.3 | 0.0 | 95.5 | 4.5 | 0 |
| Night-time | 5393 | 5393.0 | 0.0 | 0.0 | 100.0 | 0.0 | 0.0 | 5155.7 | 237.3 | 0.0 | 95.6 | 4.4 | 0 |
| 122 | Daytime | 14348 | 13621.3 | 726.8 | 0.0 | 94.9 | 5.1 | 0.0 | 14233.2 | 114.8 | 0.0 | 99.2 | 0.8 | 0 |
| Night-time | 3811 | 3621.0 | 190.0 | 0.0 | 95.0 | 5.0 | 0.0 | 3780.5 | 30.5 | 0.0 | 99.2 | 0.8 | 0 |
| 123 | Daytime | 7046 | 6728.7 | 215.7 | 101.7 | 95.5 | 3.1 | 1.4 | 7046.0 | 0.0 | 0.0 | 100 | 0 | 0 |
| Night-time | 4330 | 4299.5 | 0.0 | 30.5 | 99.3 | 0.0 | 0.7 | 4330.0 | 0.0 | 0.0 | 100 | 0 | 0 |