

PHIVOLCS Seismic Intensity Scale (PEIS)

Intensity Scale	Description
I	Scarcely Perceptible - Perceptible to people under favorable circumstances. Delicately balanced objects are disturbed slightly. Still Water in containers oscillates slowly.
II	Slightly Felt - Felt by few individuals at rest indoors. Hanging objects swing slightly. Still Water in containers oscillates noticeably.
III	Weak - Felt by many people indoors (especially in upper floors of buildings). Vibration is felt like one passing of a light truck. Dizziness and nausea are experienced by some people. Hanging objects swing moderately. Still water in containers oscillates moderately.
IV	Moderately Strong - Felt generally by people indoors and by some people outdoors. Light sleepers are awakened. Vibration is felt like a passing of heavy truck. Hanging objects swing considerably. Dinner plates, glasses, windows and doors rattle. Floors and walls of wood framed buildings creak. Standing motor cars may rock slightly. Liquids in containers are slightly disturbed. Water in containers oscillates strongly. Rumbling sound may sometimes be heard.
V	Strong - Generally felt by most people indoors and outdoors. Many sleeping people are awakened. Some are frightened, some run outdoors. Strong shaking and rocking felt throughout building. Hanging objects swing violently. Dining utensils clatter and some glassware are broken. Doors, windows and objects may fall or overturn. Liquids spill from filled open containers. Standing vehicles rock noticeably. Shaking of leaves and twigs of trees are noticeable.
VI	Very Strong - Many people are frightened; many run outdoors. Some people lose their balance, motorists feel like driving in flat tires. Heavy objects or furniture move or may overturn. Small church and bell ring. Walls plaster may crack. Very old or poorly built buildings may suffer slight damage. Limited rockfalls and rolling boulders occur in hilly to mountainous areas and escarpments. Trees are noticeably shaken.
VII	Destructive - Most people are frightened and run outdoors. People find it difficult to stand in upper floors. Heavy objects and furniture overturn or topple. Hanging objects swing violently. Many well-built buildings suffer considerable damage. Some well-built ordinary buildings partially collapse. Some cracks may appear on dikes, embankments and road surfaces. Landslides and liquefaction, lateral spreading and sand boils may be observed. Limited rockfalls and rolling boulders occur in hilly to mountainous areas. Water in saturated sands is thrown upwards and behaves like a liquid.
VIII	Very Destructive - People are panicky. People find it difficult to stand even outdoors. Many well-built buildings are considerably damaged. Concrete dikes and foundation of bridges are destroyed by ground settling or toppling. Railway tracks are bent or broken. Tombs and monuments may be displaced; sand boils and sewers pipes may rupture. Dikes and embankments are damaged, light and moderate landslides occur in mountainous and hilly areas. Boulder and rocks fall from hilltops or riverbanks. Trees are shaken strongly, some are toppled or broken. Water and mud are ejected and flow from fissures and sand boils. Changes in river courses may be observed. River water splashes over banks.
IX	Devastating - People are forcibly thrown to ground. People cry and shake with fear. Most buildings are totally damaged, bridges and flyovers, concrete structures topple or totally damaged. Broads' cracks and fissures are observed. Large quantities of sand boil, mud and water are ejected and flow out. Railway tracks are bent or broken. Landslides and liquefaction are widespread, the ground rises and falls. Trees are toppled, broken or uprooted. River water splashes over banks.
X	Completely Devastating - Practically all man-made structures are destroyed. Massive landslides and liquefaction with lateral spreading, ground cracks, landforms and many water bodies are observed. Changes in river course and destructive seiches in large lakes occur. Many trees are toppled, broken or uprooted.