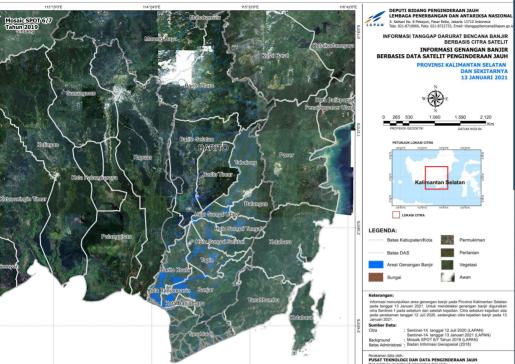
MONDAY 18 JAN 2021 1100 HRS UTC +7

FLOODING IN SOUTH KALIMANTAN INDONESIA FLASH UPDATE #1









KEY FIGURES

Disclosure(s): Estimations are based on data reported/confirmed by National Disaster Management Organisations of the respective ASE (Badan Nasional Penanggulan Bencana (BNPB) and other ctive ASEAN Mer









Indonesia

- According to the report from Indonesia's Badan Nasional Penanggulangan Bencana (BNPB), the flooding triggered by high intensity rain since 9 January 2021 has affected Batola, Banjar, Banjar Baru, Tanah Laut, Hulu Sungai Tengah, Balangan, Tabalong, Hulu Sungai Selatan, Tapin, and Banjarmasin
- Indonesia's Badan Nasional Penanggulangan Bencana (BNPB) reported that as many as 210,140 people were affected by the flood (as of 17 January (1400 HRS UTC+7), with around 39.5K people displaced.
- Seven (7) cities / regencies were affected by the flood:
 - Batola 28,400 people affected and 517 houses damaged:
 - Banjar 53,685 people affected, 11,269 displaced, 3 dead, and 6,670 houses damaged; 0
 - Banjar Baru 8,671 people affected, 3,690 displaced, 1 dead, and 2,156 houses damaged 0
 - Tanah Laut 27,815 people affected, 13,062 displaced, 7 dead, and 8,506 houses damaged 0
 - Hulu Sungai Tengah 64,400 people affected, 11,200 displaced, 3 people dead, and 4,000 houses damaged
 - Balangan 17,501 people affected and 1,154 houses damaged 0
 - Tabalong 770 people affected and 407 houses damaged 0
 - Hulu Sungai Selatan 6,690 people affected and 387 houses damaged 0
 - Tapin 1,492 people affected, 328 displaced, 1 dead and 582 houses damaged
 - Banjarmasin 716 people affected
- According to Indonesia National Institute of Aeronautics and Space (LAPAN) most of the flood area are not only concentrated in the downstream of the Barito watershed but also spreading across affected regencies.
- Local BPBD, BASARNAS and other related agencies are coordinating to evacuate the affected people and provide victims' needs.
- The AHA Centre will continue to monitor for further developments and issue necessary updates.