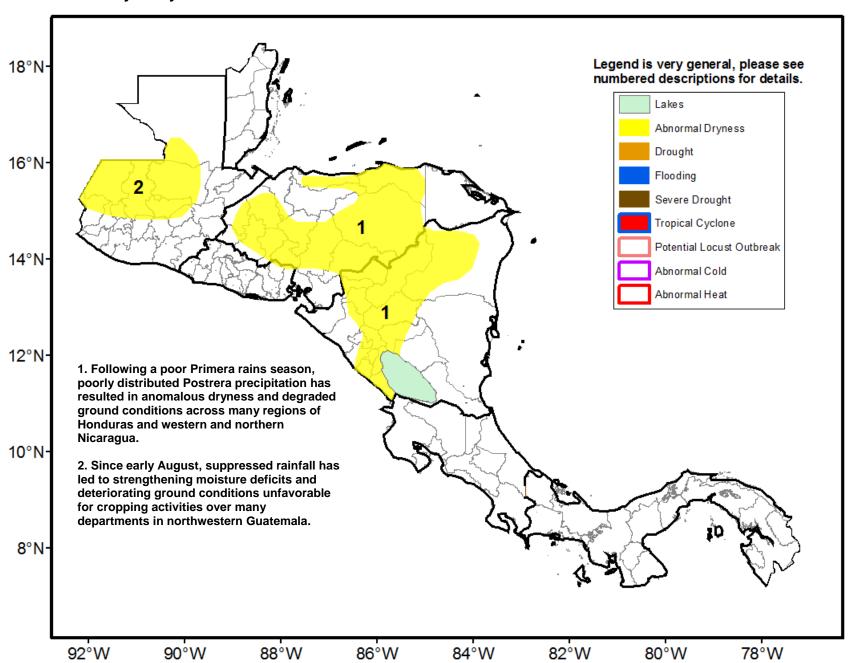


Climate Prediction Center's Central America Hazards Outlook October 11 – October 17, 2018

Very heavy rains observed in areas around the Gulf of Fonseca.



Despite increased rains for Pacific-facing regions, poor rainfall was observed in central Guatemala.

A pattern of very poor rainfall expanded over central Guatemala and some neighboring portions of El Salvador and Honduras. Elsewhere, however, moderate to heavy rains were widespread. In fact, very heavy rainfall and flooding was recorded in areas of El Salvador, Honduras, and Nicaragua near the Gulf of Fonseca. Satellite estimates indicated that 7-day totals may have reached 500mm, while gauges recorded over 400mm in the region. Many instances of flash flooding and landslides have been reported. Elsewhere, well-distributed moderate to locally heavy rainfall continued over southern Guatemala, Costa Rica, and eastern Nicaragua for the third consecutive week. Landslides also remain a concern in some mountainous regions of southern Guatemala. Since the beginning of August, considerable moisture deficits remain throughout many departments northwestern and central Guatemala, Honduras, and in portions of northern Nicaragua. Here, several local areas have only received between 25 to 80 percent of their normal rainfall accumulation, with an anomalously low number of rain days during this period. Since early July, below-average moisture conditions prevail across northern Central America from Guatemala to Honduras and Nicaragua. With poorly distributed rainfall during the *Primera*, May-August season, suppressed rainfall during September and October could result in two consecutively failed rain seasons to adversely impact crop production for many areas.

For next outlook period, precipitation models suggest heavy rainfall for large portions of central and southern Guatemala. Totals may exceed 200mm and such amounts would greatly erode rainfall deficits. Conversely, suppression of rainfall is expected along the Caribbean coasts of Honduras and Nicaragua.

