First level

- Plants
  - Damage to plants (Pl)
- Harvest
  - Damage to harvest ($q_{0x}$)
- Soils
  - Damage to soils (S)

Second level

- Building
  - Damage to building (Bf)
- Performance
- Coping tactic
  - Damage to harvest ($q_{ik}$)
- Vine-growing costs
  - Vine-growing cost variations. Linked to Pl, $q_{0x}$ and $q_{ik}$
- Yield
  - Amount of yield ($q_i$) decreases in $\Sigma(q_{0x} + q_{ik})$

Third level

- Building
  - Damage to building (Bw)
- Yield collection
  - Damage to yield. $\Sigma q_i$ lost
- Wine production
  - Damage to wine production. $\Sigma q_i$ Lost assuming efficiency rate in production = 100 %
- Sales
  - Damage to Sales. $\Sigma q_i$ Lost assuming efficiency rate in production = 100 %