



# CREATING A FAMILY DISASTER PLAN

## \* MAKE A PLAN OF ACTION

- What natural disasters are we most likely to experience?
- How will we receive emergency alerts and warnings?
- What are the escape or evacuation routes from our house?
- What is our shelter plan?

PLAN

## \* IF YOUR FAMILY IS SEPARATED

- If separated during an emergency, where should we meet near our home?
- If meeting near home is impossible for some or all family members, where?
- If we are separated, who is our emergency contact outside of our immediate area?

## \* SPECIFIC NEEDS OF FAMILY MEMBERS

- Medical needs including prescriptions and equipment
- Dietary needs
- Medical conditions, disabilities or functional needs
- Language barriers or limitations
- Ages of all household members, including school-aged children
- Pets or service animals
- Religious and cultural considerations

## \* FILL OUT THE PLAN

After discussing the above, it's time to get it all down on paper. Be sure to capture the following as well:

- All the contact information for each household member.
- Who's responsible for what during the disaster?
- Create a personal network of friends, family or neighbors that can help.
- Make sure you have one or more out-of-town contacts for emergencies.
- Numbers for important contacts such as utilities, financial companies, childcare and caregivers, veterinarians, and insurance companies.

## \* SHARE & PRACTICE

During an emergency, cellular networks and wi-fi may be unreliable, and computers and phones may be lost or out of power. In these cases, having a paper copy of your family disaster plan can save precious time, minimize stress and prevent unnecessary emergencies. So, make sure each family member has a copy and carries it with them in a purse, backpack or work bag. Have regular family meetings to review the plan and practice.

**THE PERFECT TIME TO MAKE A PLAN IS RIGHT NOW. GETTING ALL YOUR FAMILY MEMBERS ON BOARD AND IN THE KNOW SOONER RATHER THAN LATER WILL ENSURE THAT YOU'RE ALL READY WHEN YOU NEED TO BE.**