



Disaster Preparation

In a pest free container, store the following:

- Water for 3-5 days (one gallon per person per day). Replace water every 3 months.
- Non-perishable foods for 3-5 days, including pet food if applicable. Replace every 6 months.
- Manual can opener.
- Flashlights with extra batteries.
- Extra pair of glasses or contact lenses (and cleaning solution).
- Battery operated radio or TV and extra batteries.
- Prescription drugs that are used regularly.
- First aid kit.
- Extra set of car and house keys.
- One blanket or sleeping bag per person.
- Information (style, serial number, etc.) on critical medical devices (respirator, pacemaker, etc.)
- Small amount of cash and a credit card.
- Children's toys, games, books, pictures, etc.
- Extra battery and cords for cell phones.
- Sanitation supplies.
- One change of clothing and footwear per person.
- Pet supplies (food, water, bowl).

Create a home exit plan and evacuation box (water proof and with a lid):

- Small amount of cash.
- Irreplaceable photos/negatives in plastic. Burn digital pictures on to a CD.
- Written inventory of valuable possessions.
- Insurance policy numbers and company phone numbers.
- Copies of other important family or home documents and contact list.
- Copies of prescriptions.
- Copies of important legal documents – deeds, wills, birth certificates, immunization records, first two pages of prior two years' tax returns, etc. Original documents should be kept in a safe deposit box.

Church Planning:

- Establish a “call list” – find out where every member would go during an evacuation (gather names and phone numbers). This is to be done each time way in advance of a disaster. Have hard copies.
- Survey your church – inventory your equipment and materials by room. Make photos of each room. Hard copy serial numbers on all equipment.
- Decide in advance if your church will serve as an official Red Cross Shelter. Another option is to be available as the Incident Command Center for FEMA, Great Plains Conference Disaster personnel, UMCOR, etc.)
- *Property Protection:*
 - ✓ Cut off utilities.
 - ✓ Cover windows.
 - ✓ Secure outside fixtures.
 - ✓ Secure loose items in/around church.
 - ✓ Tightly cover computers, pianos, organs in a water resistant tarp and place away from windows.
 - ✓ Regularly back up computer, financials, etc. to a Cloud Service such as Carbonite.
 - ✓ Fire proof safe on site.
 - ✓ If there is storage, purchase items needed and have on hand. In approaching times of disasters, stores will run out of supplies quickly.
 - ✓ Divide congregation up into neighborhoods and have one or two as “check-on” people.

Immediately After the Disaster:

- **When it is safe**, leave your residence (if you did not evacuate). Have a central meeting place with your immediate neighbors.
- **Be patient**, help is on the way. First Responders will arrive ASAP and will guide you on what to do and where to locate.
- **Do not** begin to remove debris yourself.
- Your pastor has a system for contacting the District and Conference Offices.
- Begin to care for one another by offering support and presence.

After First Responders:

- Presence of Great Plains Conference, FEMA, Red Cross, etc. will begin to enter the community.
- Early Response Teams will arrive to make your homes/church “safe, secure and sanitary”.
- Assessment teams will begin to walk from location to location and repairs/rebuilds will be noted.
- Case Managers will begin to take input from individuals guiding you on how to apply for FEMA grants. Always apply!
- Begin to “work” – either at your home, if possible, or in a shelter. **Take care of your household first!**

Recovery:

- United Methodist Volunteers in Mission and Long Term Recovery Teams will come to do permanent repairs and rebuilds.
- There will be other groups: Lutherans, Baptist, Mennonites, Catholics, Red Cross, Habitat for Humanity, etc.

Important - during relief phase, nothing should be totally removed from a location – not until personal insurance and Incident Command Assessment Teams have done their work. We can do more damage and keep someone from getting money/grants by “doing good”.