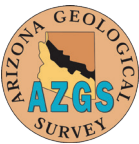


## Shelter Solutions

If you must go to a shelter, remember to bring some basic supplies with you. In most cases, it would be safe, and smart, to bring all components of your emergency kit to the shelter. Your emergency kit should include items that get you through your unique daily routine.

### Credits

We thank the Oregon Office of Emergency Management for sharing their 'Two Weeks Ready' Flyer.



For more information:

[azgs.arizona.edu](https://azgs.arizona.edu)

<https://azgs.arizona.edu/center-natural-hazards/earthquakes>

## Long-term off-the-grid living

After a disaster event, it may be weeks before utilities like water and power are restored, so off-the-grid solutions may be necessary. In some cases, remaining on your property may be viable with proper planning, even if it means camping in your own backyard. Have a tent, bedding and outdoor camping supplies available (search online for “camping checklists” for ideas). Spend a weekend practice camping in your own backyard.

Sanitation can be accomplished using one of two methods, both of which involve separation of liquid and solid waste. One method is safe storage for later disposal and another is using active composting. Either of these can work even if sewer or septic systems are offline. Additional information can be found at:

# Shelter

# Safe Place

# After a

# Disaster



## Introduction to “Two Weeks”

Preparing for disasters can be done over a period of time. The traditional three days supplies is a good start, and helpful in the event of short-term power outages or temporary evacuation. But a large earthquake could leave much of the area’s transportation routes disrupted or destroyed, making the delivery of assistance and supplies difficult to impossible. Arizonans will have to count on each other in the community, in the workplace and at home in order to be safe until responders can reach them. It is recommended that families, neighborhoods and communities strive to be self-sufficient for two weeks.



## Your Home, Your Shelter

While we are used to thinking of our homes as shelters, living in the impact area after a natural disaster will be challenging for weeks and even months. After disasters, most of the time people are better off remaining in their homes and communities as long as it is safe to do so. If you remain at home after a disaster, you may not have any electricity, but may have a portable gas-powered portable generator. Use these outside away from doors, windows or an attached garage. They can become very hot during operation. Use extreme caution to avoid burns and let the engine cool before refueling. A bit of preparation each day can make your home resilient to hazards and make you more likely to not just survive, but to thrive!



## Find and Fix Home Hazards

Earthquake shaking can move almost anything, even large or heavy items. Imagine your home or workplace being picked up and shaken sideways – what would be thrown around? How can you prevent it? **START NOW** by moving furniture such as bookcases away from beds, sofas, or other places where people sit, sleep, or spend a lot of time. Move heavy objects to lower shelves. Secure heavy furniture and bookshelves to the wall. Strap your water heater to the wall.

## Help Your Home Stand Up to Shaking

Most houses are not as safe as they could be, especially if they are more than 30 years old. There are things that you can do to improve the structural integrity of your home.

If the foundation of your house is built in the "pier and post" style, consider replacing it with a continuous perimeter foundation. Adding bolts to houses unsecured to the foundation is one of the most important steps toward earthquake safety. This can be done by a contractor or by someone skilled at home maintenance with proper earthquake retrofit training.

Homes with a crawl space should have panels of plywood connecting the studs of the short "cripple" walls. You or a contractor can strengthen the cripple walls relatively inexpensively.

# Make plans now to stay in your own home.