

# EARTHQUAKE

## **Before the Shaking:**

1. Attach bookcases, cabinets, compressed gas cylinders and furnishings to a wall or floor. Please contact facilities or put in a work order to secure items in your work areas/office.
2. Store all heavy items below head level.
3. Participate with the University in statewide Great Shakeout each year (April).
4. Know the location of all possible exits from your area. Exits routes need to be cleared at all times.
5. Identify the locations of safe areas within rooms you occupy.
6. Identify hazards within your area ex. large amounts of glass, objects on shelves, overhead items, wall hangings, etc.
7. Educate yourself. Very good resources are at [www.beready.utah.gov](http://www.beready.utah.gov).

## **During the shaking: DUCK, COVER, and HOLD ON!**

1. Protect your head, neck, and face.
2. Stay calm and avoid upsetting others by shouting and running about.
3. Stay away from windows or other large items that could fall on you.
4. *Indoors:* Stay inside. Evacuate only if you feel it is unsafe to stay inside. Debris falling from the outside of buildings can cause serious injury and death. Take cover under a sturdy desk, table or other furniture until the shaking stops. In a hallway, sit against the wall and protect your head with your arms. In an auditorium, duck between the rows of seats and protect your head. Note: It is hard to move anywhere quickly during the shaking.
5. *Outside:* Move to an open area away from tall building, trees, power lines, or other falling hazards. Once in the open, remain there until the shaking stops. Do not enter buildings until structural safety can be assessed.
6. *In a car:* Stop as quickly as safety permits. Turn off motor. DO NOT STOP UNDER POWER LINES, ON OR UNDER OVERPASSES, HEAVY OBJECTS, OR NEXT TO BUILDINGS. Remain in the vehicle. When tremors stop, drive on carefully watching for falling objects, downed electrical wires, and broken or undermined roadways.
7. *In a wheelchair:* lock the wheels and cover your head.

## **After the shaking:**

1. Assess your situation. Be prepared to seek shelter again. Aftershocks can be more or less powerful than the original earthquake and can cause additional damage or collapse weakened structures.
2. Check yourself and others for injuries. Provide basic first aid and assistance as your level of training allows.
1. Check for injured or physically limited people who might have trouble evacuating the building. Offer help only as your ability permits. Do not attempt to move seriously injured persons unless they are in immediate danger of further injury. Report the location of the injured person to emergency personnel.
2. Use extreme caution and watch for falling debris while exiting the building.
3. Exit the building in an orderly manner.

1. Use caution on stairways that may be obstructed or damaged.
2. Do not attempt to use elevators.
3. Use telephones ONLY to report life-threatening emergencies. Cell service may be limited, however text messages are more likely to get through. Check [www.uvu.info](http://www.uvu.info) for additional information.

**University Response:**

1. An Emergency Command Center (EOC) will be activated and immediate actions will be taken to respond to people who are injured and to mitigate further property damage.
2. Every effort to communicate will be used; as possible [www.uvu.info](http://www.uvu.info) will have information.
3. Building marshals and floor captains (if available) will assist getting people to safety and report injuries. Other student groups could be utilized as they are available.
4. A campus facilities department team will assess the structural damage as soon as possible and provide further instructions. Do not reenter a building without permission to do so.
5. UVU will work closely with city and county emergency management as it relates to response and recovery.
6. UVU has an agreement with Red Cross to provide a community shelter if that area is undamaged. This would include those on campus that may not be able to get home or their homes have been damaged.