

ANIMAL RESCUE CONSIDERATIONS – HURRICANE FLORENCE

In the past four years, catastrophic events have strained technical animal rescue resources at both local and national support levels. Trained ASAR (Animal Search and Rescue) teams are encountering impact zones where animal rescue is posing new challenges and new problem-solving considerations. Code 3 Associates is a national ASAR team that meets the 2018 FEMA ASAR Resource Typing in order to match up with US&R and Task Force teams to create mission-ready packages to address both human and animal evacuation prior to an event; and in dealing with extreme situations after the event. Lesson's learned discussion will include both small and large animal situations; and what we see the public doing when no ASAR team component is in play during an event.

ERIC THOMPSON



Eric Thompson is a graduate of Kansas University with a B.G.S. in Environmental Science and graduated from the Kansas Law Enforcement Training Center with his Police commission. Currently Eric is working as the Director of Disaster Response for Code 3 Associates and serves as the Past-Chair for the National Animal Rescue and Sheltering Coalition (NARSC). Eric also teaches and provides technical large animal rescue operations for the Emergency Equine Response Unit (EERU) based in Kansas City and is an instructor for the International Technical Rescue Association (ITRA). Eric is certified as a Swiftwater and Technical Rope Rescue Technician and in water, mud, rock, ice, fire and trailer rescues of animals. Eric has received over 25 certificates of achievement from FEMA regarding disaster response and planning and is working with several states as a disaster planning consultant by incorporating animal-related operations into existing Emergency Support Functions. Eric also instructs technical small Animal Search and Rescue classes (Swiftwater/Flood Ops/Ropes) that meet new NFPA 1670 guidelines for fire departments and first responders. For more information on available training, go to www.asartraining.org.