



Checklist for Developing an Emergency Evacuation Plan for a Tented Event

This checklist can help in developing your emergency evacuation plan.

Prior to the Event

Designated Point Person(s)

Name _____ Cell Number _____

Name _____ Cell Number _____

Emergency Conditions to be aware of (check what may apply to your region/seasonality):

- Lightning
- Heavy rainfall
- Ice storm
- Hail or sleet
- Flash flooding
- Fire or explosion
- Damaging winds
- Snow accumulation
- Gas leak
- Earth movement
- _____
- _____

Emergency Evacuation Location

Name _____ Phone No. _____

Location/address _____

Route to evacuation location _____

Confirmed the shelter will be open and available: Yes No

Backup Method of Communication

PA Cellphone Walkie-talkie Bullhorn Other _____

During the Event

An initial announcement of location of emergency evacuation location will be made.

Yes No

If yes, by whom: _____

Weather Monitoring

Weather alert radio Radio TV Cellphone app

Evacuation Cues

During the event, implement your evacuation plan for any of the following conditions:

- A severe weather alert is posted by the National Weather Service.
- Dark clouds are approaching.
- Lightning strikes within one mile (less than a five-second count between lightning and thunder).
- Hail or sleet falls.
- Twigs break from trees or large trees sway.
- Any of the tent anchoring devices fail or the tent begins to move (e.g., tent poles wobble, ropes snap, tent top rips or tears, etc.).
- Rain falls so hard it runs off tent walls in sheets.
- Water is running through the tent or surrounding area.
- Snow or ice is accumulating.
- An explosion, excessive heat, smoke or fire is in the vicinity of the event.
- There is ground movement of any kind.
- Other conditions exist as previously determined in developing your emergency plan.

Emergency Phone Numbers

Pre-program these numbers into your cellphone:

Fire Dept. 911 or _____ Police Dept. 911 or _____

Rental store _____ Venue _____

Event/wedding planner _____ Rental customer _____

