Great ShakeOut Earthquake Drills Shake

Science and Engineering Organizations: Get Ready to #ShakeOut!

Join millions of people worldwide each year in practicing a "Drop, Cover, and Hold On" drill and other earthquake safety actions. Most people participate on International ShakeOut Day (the third Thursday of October), but you can hold your drill on any day of the year!

Everyone, everywhere can participate: individuals, families, schools, community groups, and other organizations can practice separately or together, even in multiple locations through videoconferencing. Learn more at **ShakeOut.org/howtoparticipate**.

Join Millions! Register at ShakeOut.org

How to Participate

Plan Your Drill:

- Register at **ShakeOut.org** to be counted and get updates.
- Learn earthquake safety at ShakeOut.org/dropcoverholdon.
- Choose a presentation from **ShakeOut.org/presentations**.
- Get a drill narration from **ShakeOut.org/broadcast**.
- Inform staff and partners about your drill and invite participation.
- Include other aspects of your emergency plans in your drill.
- Hold your earthquake drill and discuss what you learned.

Get Prepared for Earthquakes:

- Secure items that might fall or be thrown during earthquakes.
- Review and update your organization's disaster plans.
- Develop plans for protecting and operating specialized equipment.
- Provide CERT training for your staff.
- Organize or restock emergency supply kits, food, water, etc.
- Encourage everyone to prepare at home.
- West Coast: learn about earthquake alerts from **ShakeAlert.org**.
- Visit **EarthquakeCountry.org** to learn more about preparedness.

Share the ShakeOut:

- Encourage everyone to register and conduct home drills.
- Ask colleagues in other organizations to participate.
- Promotional materials are at **ShakeOut.org/resources**.
- Highlight ShakeOut on your website and through social media.
- Share photos and videos of your drill using #ShakeOut.





If You Feel Shaking or Get an Alert

If Possible





EarthquakeCountry.org/step5