

PBPN Tribal Emergency Response Committee

TERC Shelter Questions & Answers



In addition to our Emergency, Shelter, and Evacuation pamphlet, the following are some common questions and answers people may have about PBPN shelters.

Q: How soon will a shelter open after a disaster or ice storm?

A: It may take from 12 to 24 hours before PBPN shelters open. The shelter must be set up, staffed, and our transportation group mobilized. You will need to be prepared to stay in your home without power during that time. Shelters may not be needed if power can be restored within 24 hours.

Q: How will you know I want to go to the shelter?

A: PBPN Emergency Services will go door-to-door canvassing the K Road complex Elder Housing and 3rd Cluster if it appears shelters will be needed. We will check other areas once resources are available.

Q: Who will come and get me if I cannot get to a shelter on my own?

A: The Fire Department, Police Department, or another PBPN Department will be sent to assist you to the shelter based upon canvass information, medical priority, and available resources.

Q: Why can't you come get me right now?

A: If conditions are bad, such as heavy blowing snow or ice covered roads and walkways after dark, it may be too dangerous to move people until conditions improve. It is safer to wait than risk injuring evacuees on the way to a shelter. We must also take care of "normal" emergencies such as car wrecks and heart attacks that will occur at the same time.

Q: Can I bring my pets?

A: No. The PBPN does not have the resources to provide for animals at a shelter or check on them at your home.

Q: Where will I sleep at a shelter?

A: Basic cots in a group sleeping area are provided. You will need to bring a blanket and a pillow.

Q: Do I have to stay the night? Can I leave and come back later or the next day?

A: You do not have to stay. Many people may just want to warm up, charge their phone, and get a meal but go home to sleep. We cannot provide transportation for day trips back and forth.