

# Animal Emergency Kit



People working in animal health and management are encouraged to have an animal emergency kit ready, including first aid supplies, identification tools, food and water, and equipment for safely handling animals during an emergency. This can include:

## 1. Identification and Record-Keeping

- Forms and notepads for recording animal details and owner information
- Tablets or laptops pre-loaded with the AMRRIC App or other animal management software.
- Microchip scanners
- Temporary animal ID tags and collars



## 2. First Aid Supplies

- Disposable gloves
- Gauze swabs for cleaning wounds
  - Note: Bandages are not recommended unless animals have 24/7 supervision
- Sterile saline for flushing wounds
- Antiseptics and disinfectants
  - Cetriegen (purple spray – disinfectant and insect repellent)
  - Betadine (disinfectant)
- Electrolytes (e.g. lectade) for rehydration

## 3. Veterinary Supplies (Prescription-Only Medicines)

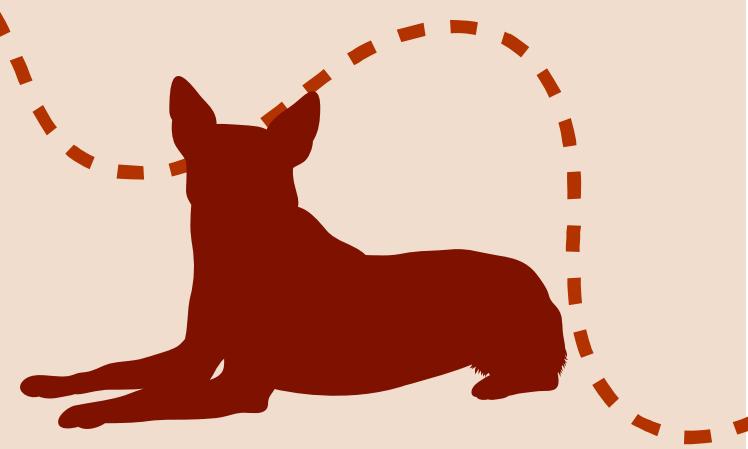
In some communities, Animal Management Workers might be trained and authorised to stock and use prescription-only medicines under their vet's direction. Where this arrangement exists, the animal first aid kit might also include:

- Antibiotics (tablets, oral, liquids, ointments)
- Antifungals (tablets, ointments or shampoos)
- Anti-inflammatories (pain relief)
- Sedatives
- Euthanasia solution (Lethabarb)

We encourage Animal Management Workers to discuss what veterinary supplies can be included in an animal emergency kit with their veterinary service provider.

#### **4. Handling and Restraint Equipment**

- Gloves for animal handling (bite-resistant)
- Muzzles
- Leashes, harnesses and slip leads
- Blankets and bedding
- Animal crates or carriers for confinement/transport



#### **5. Food and Water Supplies**

- Non-perishable animal food
- Portable water containers and bowls

#### **6. Cleaning and Sanitation**

- Disposable gloves and gowns
- Disinfectants and cleaning supplies that are safe for animal use
- Rubbish containers and bags

