

Center for Indoor Environments and Health Workshop July 23, 2015 Hurricanes and Mold

4:15 PM Hurricane play wrap up

**Situation: Opening "Setting"** – HURRICANE CLEO has struck your town's coast (Bluewater Falls) with forceful winds and heavy precipitation. The storm was very severe, and included a storm surge large in both magnitude and vertical height which allowed the floodwaters to reach areas further inland than usual, similar to the Hurricane Sandy event a few years ago. You are attending a meeting inside an elementary school which is being used as a shelter for those who evacuated their homes located closer to the coast. Now that the storm is over, the town residents are anxiously awaiting permission to return to their neighborhoods and salvage what they can from their homes before they become infested by mold or looting occurs.

**Scene #1:** You are the Emergency Response Coordinator tasked with providing guidance on the **Immediate Health and Safety.** Your assistant has thoroughly briefed the group on hazards related to fire and electric, transportation, unstable materials, and food safety. With concern about exposures from contaminated flood waters or wetted materials, what guidance do you provide about health risk from mold/bioaerosols?

**Scene #2a:** Because of your excellent work, a week later you have been promoted to Chief Assistant Planner in the town executive's office and have been asked to facilitate a meeting with the Director of Health and the Director of Housing to provide guidance on **Preparing for Reconstruction.** What do you tell them to include about managing mold exposure?

**Scene #2b:** The immediate storm clean-up is completed, the shelter is once again closed and the elementary school is back in session. Bluewater Falls survived Sandy and Cleo, and the community is eligible to apply for a federal grant, *Rebuilding for Resilience*. With the objective of reducing the impact from biological contamination, what do you suggest is important to include in the application?