

TRAILER INCIDENT SOP GUIDELINES

- Scene Safety (power lines, gas lines, etc.)
- Establish Incident Command System
- Assign a photographer (Document for insurance, litigation, crime scene, liability, etc.)
- Use bright colored and reflective PPE and stickers – Be Visible to Approaching Traffic!
- Traffic Control (State Troopers, Sheriff, etc.)
- Use Fire Apparatus as Traffic Blocker, NOT people!
- Minimize noise, Turn off Sirens (Leave strobes on for Human Safety.)
- Check for Humans FIRST!
- Get Paramedic/ EMT on site for duration of rescue operation as injuries could occur at any time and can be life threatening
- Get large animal Veterinarian on site
- Get animal transport to haul animals away from scene
- Get cattle panels or fencing for containment if needed
- Get wrecker(s), forklift, crane if needed
- Assess number / type of animals in the trailer?
- Assign one person to driver / owner if not injured
- Do not allow anybody to get in trailer
- Look for injuries to animals – do not open doors or windows
- Assess position of animals in trailer
- Note position of trailer (upright, left, right, upside down, on doors)
- Trapped animals won't move until they sense freedom or are stimulated
- Hay to tranquilize animals during extrication or waiting for transport, let them graze or eat when you get them out
- Animals that do not lay still may injure themselves before help arrives, or during the rescue attempt
- Assess the structural integrity of the trailer
- Stabilize trailer or move it to provide better access
- Block windows if possible (backboard/plywood) to prevent leg injuries
- Set up method of secondary/primary containment before taking animals out (panels, halter/ lead rope)
- Cover dead animals (tarp/sheet)

Method(s) of extrication:

- Walk or roll horses through back doors or large opening
- Cutting (noise will increase stress on animals)
- If cutting opening, cut like a door, not like a ramp
- Do not remove metal until entire hole is finished
- Backwards Drag / Forward Assist / Sideways Drag?