



CAT CHECKLIST: ON-SITE STORM SET-UP

Lodging, Mobile Set-up, Tools, Safety

When Deployed, Consider These Things

- Medication
- Pets, plants
- Mail, newspaper
- Monthly bills
- Lodging, reservations
- Emergency contacts
- Home upkeep

Insurance Carrier Orientation

When you get deployed to a storm, you will be asked to report to the orientation site within 48 hours. Make all arrangements for a smooth exit.

These are the things that will be covered at the orientation:

- Local customs or practices
- Company policy and procedures
- Claims handling procedures
- Training
- Staffing company introduction
- Company shirts and acceptable attire
- ID/Badge
- Software pricing

CAT Storm Checklist

What will you need when you arrive at the storm site?

- Laptop (including cords, mouse)
- Wireless internet card
- Memory stick
- USB octopus (holds multiple USB lines)
- Digital camera (memory cards, battery charger, & cord for computer sync)
- Printer (extra ink & paper)
- Calculator
- Jumper cables
- GPS
- Tape Measure (35') Fat Max
- Laser Tape Measure (can be found at a hardware store)
- Tape Roller (for ground) 1 large roller or double small wheel
- Cougar Paws (non-slip boots)



- Gym shoes & boots
- Hats
- Gloves
- Tool belt (shingle tool, pitch gauge, compass, pencils/pens, clip)
- Ladder
- Chalk
- Cell phone (car & wall charger)
- Rain gear
- 2 clip boards
- Stapler (staples, staple remover)
- Tape
- Sticky note pads
- Paper
- Paper clips
- Binder clips (assorted sizes)
- Fork, spoon, knife, can opener
- Hand sanitizer and/or wipes
- Scissors
- Large cup for hotel and auto
- Utility knife
- Flashlight & batteries
- Pepper spray for dogs/wild animals
- Driver's license & proof of insurance
- Hot sauce
- Paper plates
- Thermal underwear (for cold weather)
- Jacket
- Extension cord/multi-plug power strip and surge protector
- Credit cards, some cash, checkbook
- Deck of cards, books, magazines
- Fix-a-flat
- Tool kit, and safety gear
- Reliable vehicle
- Gasoline
- Water
- Insect repellent
- Great attitude!