

HORSES AND BUSHFIRE



IF YOU ARE A HORSE OWNER YOU NEED TO DEVELOP A BUSHFIRE PLAN THAT INCLUDES WHAT TO DO WITH YOUR HORSES. You may choose to find a safe area on your property, or you may decide to relocate your horses. If your plan is to relocate your horses you need to make arrangements ahead of time.

If you cannot take your horses to family or friends, contact your local ranger to get advice on where there may be emergency paddocks or stables in your area.

Ensure your horse float is roadworthy and ready to make the trip. Make sure your horses are float trained and if the fire is at night you need to be confident that you will be able to move the horses in the dark.

Evacuate your horse/s early as it can take several hours to load and transport them.



A SAFE AREA FOR YOUR HORSES SHOULD:

- Be as large as possible. This may be created by opening gates to several paddocks.
- Be closely grazed or a large well fenced sand area that does not have any trees or buildings nearby that will burn easily.
- Have a dam with easy access.
- Identify several routes to get the horses to their safe place from your property, as it will depend where the fire is on the day.



WHAT TO TAKE

You should prepare an emergency kit ahead of time. It should include:

- Wire cutters and a sharp knife.
- Extra lead rope and halter.
- Woollen blanket and towels.
- Horse first aid kit.
- Emergency supply of food.
- Water for the trip.



SAFETY TIPS

- Do not shut your horses in the stable as that will give it no chance of saving itself in the fire.
- Do not let your horses out of their paddock onto the road. This not only endangers emergency personnel who are fighting fires but also the horses itself.
- Do not leave a rug on the horses if the fire is close. Rugs burn.

For more information visit dfes.wa.gov.au/bushfire

or contact DFES Community Preparedness:

Community.Preparedness@dfes.wa.gov.au or **9395 9816**

Go to agric.wa.gov.au/animalwelfare/bushfire

for more information and to download a bushfire plan for horses

