



Moreton Bay Regional Council
**Appendix 6 - Recovery
Information Sheets**

2023

Fire Recovery

Topic	Information
Securing Your Property	Protect the site from further damage by weather, theft, or vandalism
	Secure external openings and restrict unapproved access
	Use plywood sheeting, tarps and temporary fencing as needed
	Contact a general building contractor, fire damage restoration company, or insurance company for help with site security if needed
Fire Safety	Do not enter a fire damaged building unless necessary
	Be aware that fires can restart from hidden, smoldering remains
Utilities	Water, electricity, and gas supply may have been shut off or disconnected
	Consult a licensed tradesperson for advice if unsure on safety
	Wiring and appliances must be inspected by a licensed tradesperson before reconnecting utilities
Building Safety	Buildings affected by fire can become unsafe
	Consult a building inspector to ensure structural safety before re-entering
	Be aware of hazardous waste such as asbestos and handle it appropriately. Visit asbestos.qld.gov.au for more information on handling and disposal

Source: Queensland Government. (2022). "After a Fire." Accessed March 24, 2023.

<https://www.qfes.qld.gov.au/sites/default/files/2022-06/AfterAFire.pdf>

Storm and Flood Recovery

See the latest information from Workplace Health and Safety Queensland to keep everyone safe.

The [WorkSafe website](#) covers key safety considerations, such as:

- Electrical safety during storms
- Steps for planning to do work safely
- Managing volunteers during flood cleanup and recovery
 - Risk management
 - Inductions
 - Designating team leaders
 - Personal protective equipment
 - First aid
- Working at a height
- Demolition
- Asbestos – removal of, and work on asbestos containing material
- Chemical hazards
- Slips trips and falls
- Biological hazards
- Fatigue management
- Psychological stress
- Manual tasks
- Displaced fauna
- Quad bike use
- Animal carcass disposal
- Operating wheeled or tracked machinery in the wet