

Community Emergency Response Team

Layton City CERT Training

Registering gives you access to the online training portion and allows us to communicate with you in preparation for the in-class, hands on, practical portion of your training. See dates below.

Start and complete the online training, print your certificate and bring it to the hands-on, practical portion of the training. Once the practical portion is completed you will be issued an official certificate of course completion. If you have questions, please contact Natalie Tholen 801-336-3940, ntholen@laytoncity.org

MUST ATTEND ALL DAYS TO BE CERTIFIED

April 18th, 9:00 AM—5:00 PM 1 hour lunch break on this day. **Bring your own lunch.**

April 23rd, 6:30 PM —10:00 PM Location for the first 2 days is 437 North Wasatch Drive, Layton April 25th 9:00 AM—2:00 PM Location 1890 North Fort Lane, Layton

Register:

www.laytoncity.org

\$25.00 for course

Once you have registered a link to the online portion will be emailed to you.





What's covered in the practical portion of your training: https://goo.gl/1p9ggr



- Access it on your mobile device or computer.
- Complete it at your pace and at your convenience.
- Course progress will be saved and can be resumed later.
- ♦ Online Course Time = 12 hours
- ◆ In-Person, Practical Training = 16 hrs

Online course made available by Rocky Mountain Center for Occupational and Environmental Health

The Basic CERT Training teaches you basic disaster response skills so you can safely help yourself and those around you when disaster strikes and when professional responders aren't available. Learn how to protect yourself, your loved ones, and your community.

What You Learn

- Unit 1: Disaster Preparedness
- Unit 2: Fire Safety and Utility Controls
- ◆ Unit 3-4: Disaster Medical Operations
- Unit 5: Light Search and Rescue Operations and Victim Care
- Unit 6: CERT Organization
- Unit 7: Disaster Psychology
- Unit 8: Terrorism and Hazardous Materials Safety
- Unit 9: Course Review and Disaster Simulation









