

	If you are not in a sturdy building, there is no single resetated recommendation for what lastresort action to take because many factors can affect your decision. Possible actions include:
The outside with no shelter	 x Immediately get into a vehicle, buckle your seat belt and try to drive to the closest sturdy shelter. If your vehicle is hit by flying debris while you are driving, pull over and park. x Take cover in a staticary vehicle. Put the seat belt on and cover your head with your arms and a blanket, coat or other cushion if possible. x Lie in an area noticeably lower than the level of the roadway and cover your head with your arms and a blanket, coat or other cushiposisible.
	In all situations:
	 x Do not get under an overpass or bridge. You are safer in a low, flat location. x Never try to outrun a tornado in urban or congested areas in a car or truck. Instead, leave the vehicle immediately for safe shelter. x Watch out 6r flying debris. Flying debris from tornadoes causes most fatalities and injuries.

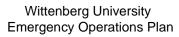
Tornado Shelter Locations inside of Campus Buildings:

Residence Halls:

- x Ferncliff First floor hallway with doors closed (away from lounge windows)
- x Firestine First floor hallway with doors closed and campus radio station area and offices.
- x Keller Place Apartments Bathrooms in all apartments
- x Myers Basement laundry room and room 111 and the interior adjacent
- x New Hall First floor bathrooms
- x Polis Laundryroom
- x Sprecher Place Apartments- Bathrooms in all apartments
- x Tower Basement hallway by elevator
- x Woodlawn Hall First floor hallway between student rooms with hallway doors shut

Administrative and Academic buildings:

- x Barbara Deer Kuss Science Center Basement hallway in old building
- x Bayley Alumni House Basement interior storage rooms (copier room)
- x Bayley-Diehl House-Basement away from windows





x Benham-Prince Student Center-Benham





x Avoid contact with plumbing. Do not wash your hands, do not take a shower, do not wash dishes, ano