



Isolation

Small Animal Shelter

Species ISO rooms will be determined by a discussion with the Area Lead and the Small Animal Shelter Lead. Staff assigned to ISO are **NOT** to visit other areas housing animals.

- **General Procedures:** These will be decided on a case-by-case or room-by-room situation. *Follow all veterinarian instructions!*
 - Post clear Isolation Signage to indicate that infectious animals are housed within.
 - The Area Lead is to identify and designate alternate volunteers for ISO Areas. Write on the ISO whiteboard the name and AR# of the volunteer that is taking care of the room with date. **Only** those relieving current assigned staff are allowed in.
 - Put on booties (boot covers). Avoid touching the outer surface of your shoes. then the gloves. Change gloves between each animal.
 - Footbath: with disinfectant to step in when entering the ISO room.
 - Use designated tubs, garbage cans, Materials/surfaces that are easy to clean and disinfect, and items that are either disposable or easy to sanitize.
 - Contain all waste and dirty bowl etc. to Isolation room until disposed of properly.
 - Air Scrubber is to always be on.
 - Do NOT bring the shelter Medical Treatment binder or electronics into ISO.
- **Leaving Isolation:**
 - Contain all waste and dirty equipment, etc. to the Isolation room until disposed of properly.
 - Remove PPE in reverse order with booties being last.
 - Remove any other isolation equipment, if instructed by veterinarian.
 - Discard disposable protective items in a receptacle outside the isolation area.
 - Footbath: with disinfectant to step in when exiting the ISO room.
 - Be careful not to touch any possibly contaminated surfaces, items, throw it in the designated disposal bin.
- Consult with the Shelter Lead, if necessary. Provide updates as appropriate.
- Update Isolation Time Check sheet, after exiting the ISO room.
- WASH HANDS before leaving the Isolation facility, washing them for at least 30 seconds using antibacterial soap, then using alcohol gel.