



RECOMMENDATIONS FOR TOURISM STAKEHOLDERS WISHING TO ENGAGE IN DISASTER RECOVERY

Checklist

THE BEST WAYS TO HELP:

- Raise funds for aid projects (e.g. by establishing a disaster relief fund)

- Bring tourists back into the country as soon as it's ready for tourism – timing is critical (don't visit during the response phase, but don't wait too long either)

- Create charity itineraries, donating a share of the proceeds to a local organization

- Ship aid or building materials if your are a transport provider

- Choose adventure travel over recovery voluntourism to help the local economy



IF YOU CHOOSE TO CREATE RECOVERY VOLUNTOURISM ITINERARIES:

- Adequately assess community needs
- For interwoven itineraries combine trekking and community services
- Seek partnerships with big organizations (Oxfam, Red Cross) or/and local NGOs
- Involve local communities into the planning and rebuilding processes
- Increase community resilience through capacity building and knowledge transfer
- Consider a train-the-trainer approach for in-destination capacity building
- Make sure no untrained volunteer enters the disaster area sooner than 6 months after the hazard; ideally wait until the rebuilding phase (do not come during the disaster response phase)
- Although voluntourism itineraries will only allow short-term actions, keep long-term approaches in mind and communicate this also to your volunteers
- Communicate clearly the risks and tasks involved in the project to attract recovery volunteers with the required skills and to set realistic expectations
- Untrained volunteers should work on basic construction and beautification projects
- If possible, match volunteer skills with tasks
- Make sure volunteers have an appropriate insurance
- Bring only small volunteer groups
- Early recovery volunteers need to be self-sustaining; bring in only hard adventurers (outdoor/survival experts) in the early phase after the disaster, then – as the recovery process progresses – gradually softer adventurers and eco-tourists can enter the region