Tips for Bed Bug Prevention and Control

Correctly identify the Insert:

- Contact Canton City Health Department
- www.cantonhealth.org
- (330) 489-3327

Bed Bug Habits:

- · Prefer to feed at night on human blood
- Hide during the day
- Hide in cracks, crevices and dark places
- Cannot fly but walk very fast
- Can survive several months without feeding if a host is absent

Inspecting for Bed Bugs:

- Use a bright flashlight
- Look for the bugs and their dark spotting and shed skins
- Carefully inspect bedrooms and main living areas where people rest or sleep, focusing on:
 - Mattress seams, box springs and bed frame
 - Behind hanging pictures, baseboards, moldings and loosened wallpaper
 - Inside electronics (e.g. smoke detectors, thermostats, electrical outlets, etc.)
 - Top, sides, underside and interior of furniture
 - Carpet tack strip (underneath carpet edges)

Travelers' Tips:

- When preparing to leave:
 - Travel very light
 - Put all items into tightly sealed plastic bags inside suitcase
 - Be sure to take extra plastic bags to you can isolate clean, dirty and newly purchase clothing
- During your trip:
 - Carefully inspect your room for signs of bed bugs
 - Change rooms if you find any signs of bed bugs
 - Never store luggage on the floor or bed
 - Keep your clothes in your suitcases, not in provided dressers
- When arriving home:
 - Do NOT take luggage inside bedrooms or living rooms
 - If possible, launder all clothing in your luggage
 - Store empty luggage inside sealed plastic bags.

Control

- · Act immediately
- Eliminate clutter
- · Caulk or seal cracks and crevices
- Launder bedding, clothes, etc.
 - Wash in hot water (120°F [49°C] minimum)
 - Dry medium to hot setting (30 minutes minimum)
 - Confine clean items inside sealed plastic bags
- Do not use "bug bombs"
- Do-it-yourself bed bug control is very difficult
- Consider hiring an exterminator
 - Make sure the exterminator is licensed
 - Get at least 3 estimates before choosing one
 - Bed bug control takes considerable time and effort