

# PET EMERGENCIES

## **Emergency After Hours Contacts**

**Call ahead so the vet is prepared for your arrival.**

- Canberra Veterinary Emergency Services (CVES)  
24/7 emergency care. Based at Gunghalin Vet Hospital.  
(02) 6225 7257.  
[www.cves.com.au](http://www.cves.com.au)

- Emergency Service Canberra based at the Animal Referral Hospital, Pialligo. 24/7 emergency care.  
(02) 6280 6344.  
[www.arhvets.com.au](http://www.arhvets.com.au)  
search for emergency service Canberra.

**For critical care transport, emergency transfer, vet to vet transfer and more:**

- Pet Ambulance Services on 0448 780 039  
or 0417 485 788.  
[www.petambo.net.au](http://www.petambo.net.au)



## After Hours Vets

For non-urgent afterhours vet consultations contact:



- Walk in Clinic for Animals based in Belconnen.  
Open 7pm to 10.30pm 7 days a week. No appointments.  
[www.walkinclinicforanimals.com](http://www.walkinclinicforanimals.com)  
0482 092 824
- Pawssum at home mobile vet  
1300 343 580

There are also a number of vets that offer longer hours or Sunday appointments, and some who will come to your home.

## What is an emergency?

An emergency could be: Your pet is in pain, bleeding, unconscious, having difficulty breathing or may have been bitten by a snake.

This is not a complete list of emergencies. Call a vet immediately if you are in doubt.

## What should you do?

**In an emergency try to remain as calm as possible. Perform basic first aid and get to a vet immediately.**

- Notify the vet you are on the way. They may be able to offer advice.
- Minimise handling, if your pet wants to stand up, let them. Transport cats in a carrier.
- Be gentle and avoid tight restraints which could cause further injury. Your pet is likely stressed, it might try to bite or scratch you.
- Drive carefully and stay safe on the road. Avoid sudden braking or accelerating and slow down for turns.
- Consider calling the Pet Ambulance (0448 789 039 or 0417 485 788)



Produced with support from RSPCA Australian Bushfire Fund.