

Be Algae Aware

Recognize harmful algal blooms — and learn how to safely enjoy Nevada's rivers and lakes.

IF IN DOUBT, STAY OUT

Nevada's rivers and lakes are fun, safe places to play in, but always be on the lookout for evidence of harmful algal blooms. If the conditions are right, naturally occurring algae can rapidly bloom and can produce toxins. Exposure to blooms can make you and your family sick — and it can even kill pets, livestock, and wildlife.

LEARN WHAT TO AVOID

Algal blooms can occur at any time of year, but are most common in the summer — when water is warm and stagnant.

It may be a harmful algal bloom if...

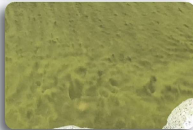
✓ It smells rotten



✓ The water looks like paint



✓ Large mats or scums are floating on the surface



✓ There are bright colors like blue, green, white, brown, or red



WHAT IS THIS STUFF?

Toxic algal blooms are not actually algae. They're made of billions of tiny organisms — called **cyanobacteria** — that release toxins when they die.

LOOK OUT FOR ADVISORY SIGNS!



KNOW THE RISKS

Exposure to harmful algal blooms can lead to mild or potentially serious health issues. Children, pets, and livestock are especially at risk.

Human Symptoms

Diarrhea, nausea/vomiting, muscle cramps, hives/rashes, trouble breathing, and skin, eye, or throat irritation

Animal Symptoms

Weakness, fatigue, excessive salivation or drooling, staggering, difficulty breathing, vomiting, convulsions, and death

TAKE PRECAUTIONS

You, your family, and your pets can be exposed to toxic algae by touching, swallowing, or inhaling affected water.



DON'T
Play in water with a bloom



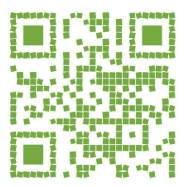
DON'T
Swim or play in water with a bloom



DON'T
Allow pets to play in or drink water during a bloom



DON'T
Drink, cook with, or wash dishes with affected water



**SCAN
THE QR CODE**

Learn more at the Nevada Office of State Epidemiology harmful algal bloom dashboard at:



Report harmful algal blooms to Nevada Division of Environmental Protection at:
(775) 687-9485 or (888) 331-6337

