

Costs of Generators and Chainsaws May Be Reimbursable

Release Date: Th9 28, 2024

Louisianans may be eligible for reimbursement for generators or chainsaws they bought or rented. FEMA cannot reimburse you for equipment paid for by another source, such as homeowners, flood or other types of insurance.

Residents are asked to exercise caution as they clean up from Hurricane Francine.

Reimbursement Eligibility

If you purchased or rented a generator or chainsaw because of Hurricane Francine, you may be able to get reimbursed by FEMA for those expenses. The maximum reimbursement for a chainsaw is \$219 and the maximum reimbursement for a generator is \$629.

- You may be eligible if you purchased or rented a generator to power equipment necessary for an existing medical condition.
- The reimbursement period started the day the Governor declares a State of Emergency, Sept. 9, 2024, and ended at the incident period closure date identified by FEMA, Sept. 12, 2024.
- The chainsaw must be purchased or rented to gain access to and/or remove hazards from the home.
- You must meet the general eligibility requirements for FEMA's Individuals and Households Program.
- The home must be your primary residence and in a parish designated for FEMA Individual Assistance, which currently includes **Ascension, Assumption, Jefferson, Lafourche, St. Charles, St. James, St. John the Baptist, St. Mary and Terrebonne.**
- Proof-of-purchase or rental receipts are required for the items submitted.

Apply for FEMA Assistance First



If you are interested in generator or chainsaw reimbursement you must first apply for FEMA assistance. The fastest way to apply is online at disasterassistance.gov/ or through the FEMA App for mobile devices. You can also call the FEMA Helpline at 800-621-3362 between 6 a.m. and 11 p.m. To apply in person, go to fema.gov/drc to find a Disaster Recovery Center near you.

For the latest information, visit fema.gov/disaster/4817. Follow FEMA Region 6 at X.com/FEMARegion6 or at facebook.com/FEMARegion6/.

