

Everyone Can Help Prevent Gun Injuries

Did you know...?

If you have guns or even if you have never seen one, you can still help stop kids and relatives from getting hurt by firearms. You play an important role in keeping your relatives — especially children — safe from getting ahold of firearms and being in harm's way.



Over half of guns in homes with children are not stored safely.



In 2021, 48,830 people died from firearms. That's more than 130 people each day.



Firearms are now the leading cause of death in children and youth under the age of 25.

Over 1/3

Most firearm deaths in young people are homicides but over one-third of firearm deaths are suicides.*



Around 82% of adolescent firearm suicides involve a gun belonging to a relative.





1 in 3 children in the US live in a home with a gun.

Non-fatal firearm-related injuries occur twice as often as firearm-related deaths.



When looking at all ages, more than half of all suicide deaths are by firearm

WHAT do I need to do to safely store my firearm?

Firearm Owners

- All firearms should be kept unloaded, locked in a gun safe and/or with an external lock (like a cable lock) any time they are not in use.
- There are safe storage options that will allow guns to be accessed quickly.

WHY should I do this?

Everyone

• Let's normalize conversations to help keep our relatives safe. It may feel awkward at first but it is just as important as other safety topics, like allergies and bike helmets.

There are many reasons that people own guns but many people choose to own firearms to protect their relatives. Safe and secure firearm storage prevents suicide, homicide, unintentional injuries, and theft. This is part of being a good relative. It's everyone's responsibility to do their part to ensure firearms are securely stored.

HOW can I learn more?

Additional information can be found by scanning the QR code or going to the URL listed below:

https://publichealth.jhu.edu/center-for-gun-violence-solutions/ solutions/safe-and-secure-gun-storage

