

## **STORE WATER TODAY!**

There are loads of different water storage options - one for every kind of situation!

- ☐ Juice/soft drink bottles (1.5-2.4L) (do not use milk bottles).
- ☐ Hardware and DIY stores stock large emergency water containers, tanks and water bladders (5-100+ L).
- ☐ Your local city council sells Wellington Regional Emergency Management Office (WREMO)/Tank Guy tanks (200L).

#### What to do:

- ☐ Fill your water storage containers with chlorinated tap water.
- ☐ Add plain unscented bleach (2 drops of bleach per litre) to the water - not essential but this helps it last longer.
- ☐ Write the date that you filled your containers on each container - this will help you remember when to replace the water.
- ☐ Store your water in a cool dark place preferably somewhere easy to access after an earthquake.
- Replace your water every 12 months.

Before using your stored water, you will need to treat it, by boiling it or adding plain unscented bleach, to make it safe. For more information visit wellingtonwater.co.nz

If you have limited space and can't store large amounts of water, consider asking a nearby family member or friend if they can store water for you.

### Other useful items to have at home:

- ☐ Plain unscented bleach.
- ☐ Large pot to boil water in (BBQ or camp stove if there's no electricity).
- ☐ Wheelbarrow or trolley in case you need to collect water from a community water collection point (from day 8+ following a significant earthquake).

# **HOW MUCH WATER DO YOU NEED AFTER AN EARTHQUAKE?**

If you store

PER DAY FOR 1 PERSON

you should be able to do the following...

**20**L







Laundry



**Drinking** 



Washing hands



Washing dishes



Pets



Brushing teeth



Sponge bath



First Aid



Clean wastewater buckets



Handwashing clothes

If you store

PER DAY FOR 1 PERSON

you should be able to do the following...

3L







Laundry



Washing dishes



Pets



Brushing teeth



Sponge bath



Clean wastewater buckets







Drinking



Cooking



Washing hands



