



We need your help!
IMPORTANT INFORMATION FOR HOUSEHOLDERS

What's happening?

For us to be able to lift the Boil Water Notice we must make sure our water distribution network has been completely cleaned. This means we will flush the network with clean, UV-treated water over a 12-hour period.

Following this flushing, there needs to be three days of clear water sample tests before Regional Public Health and Council can lift the Boil Water Notice.

The flushing of the network will happen from approximately **7pm Friday 15 February to 7am Saturday 16 February.**

What do you need to do?

On the morning of **Saturday 16 February** please run an outside or household tap for at least 15 minutes or until the water runs clear before using it. If the property has been vacant and you're the first person to run the tap since the flushing, you will need to do this. Running a household tap will help by clearing the main pipe into your property.

There is the possibility that the initial flow of water from your tap, during and after the flushing, may appear discoloured or dirty.

During the flushing period, you can still use the water (the BOIL WATER NOTICE still applies). You may wish to hold off washing whites during the flushing period, in case of dirty water, but other laundry should be okay. You can bathe or shower in the water as normal.

The BOIL WATER NOTICE remains in place until notified

You still need to **BOIL WATER** for drinking, making up formula, juices and ice, washing fruits and vegetables, other cooking needs, or brushing teeth, until the Boil Water Notice is lifted.

During the flushing, you may notice water coming from hydrants and running down the kerbside gutters.

Any questions or concerns?

Please contact Council on 06 306 9611 (including out of hours).

Further information is available on our website (swdc.govt.nz) and Facebook page (South Wairarapa District Council).

If you have feedback for the Council on how we have responded to this event, please email martinboroughwater@swdc.govt.nz