FIRE?

4 things you need to get started

Water pump



Water-intake hose



Fire
Hose.
100 'sections



lay flat when unrolling, both ends will connect to pump or hose

Fire Nozzle

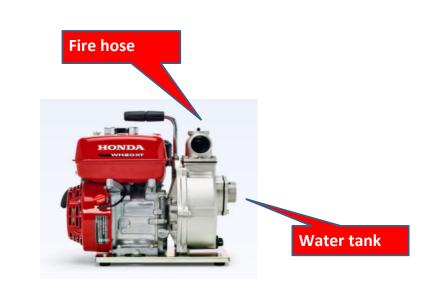


connect to hose prior to starting pump

How to set up and start the pump (pump has fuel)

Attach water intake to BOTTOM outlet & water tank

Attach fire hose to TOP outlet nozzle to other end, unroll hose with dowel and lay flat



Open valve on water tank
(water flow will prime pump)



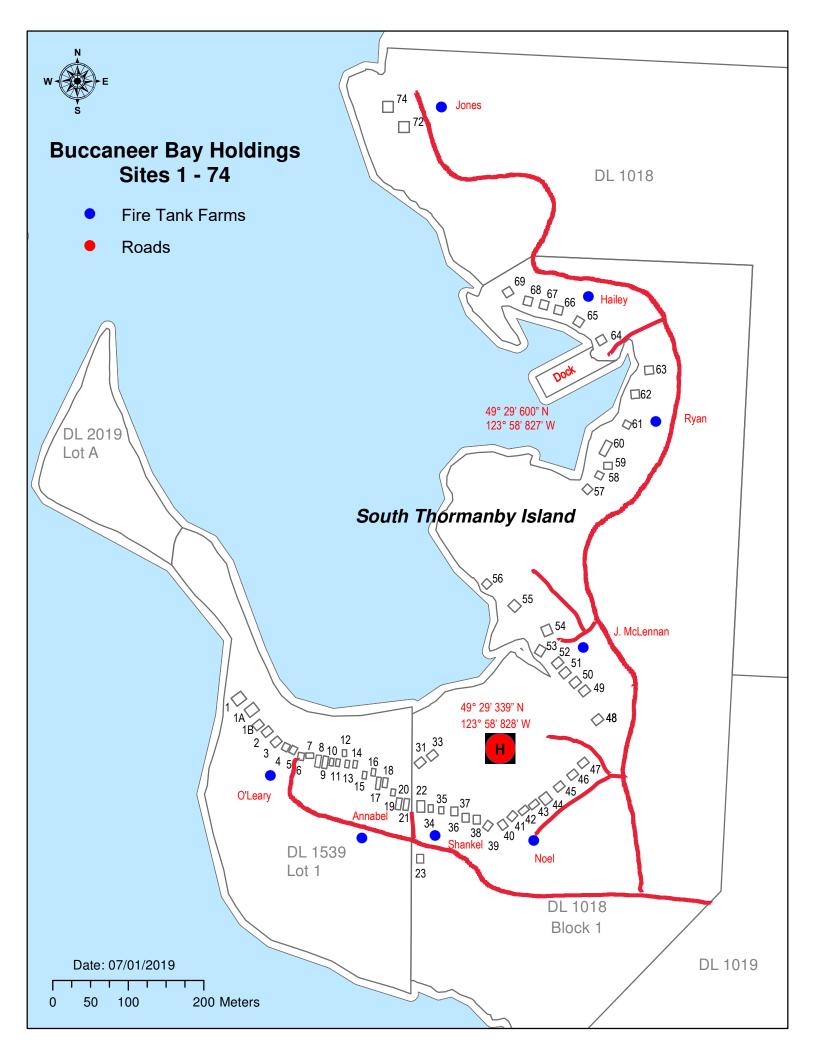
- 1 Switch **Engine** "ON"
- 2 Move **Throffle** to middle position
- 3 Move **Choke** to left position (cold start)
- 4 Move **Gas** valve lever to right position
- 5 Pull Starter Cord

When engine is running

- 6 Open Choke (3) slowly all the way to right
- 7 Move **Throttle (2)** to left to set engine speed







GPS Coordinates		
Field	49° 29′ 339″ N 123° 58′ 828′ W	
Water Bay dock	49° 29′ 600″ N 123° 58′ 827′ W	
Second Gap	49° 29′ 680″ N 123° 59′ 381″ W	
MEDICAL		
Emergency	911	
Ambulance - Sechelt	(604) 885-5191	
Sechelt Hospital	(604) 885-2224	
	Ambulance pick-up location - Buccaneer Marina & Resort	
5535 San Souci Road, Halfmoon Bay, BC		
FIRE		
BC Wildfire Service (BCWS)	Fire	1-800-663-5555
		or *5555 on cell
Sunshine Coast Fire Zone (BCWS)	Stephen Gemmell	(236) 468-3940
RCMP	Sechelt	(604) 885-2266
SCRD – Protective Services	Matt Treit	matt.treit@scrd.ca
EMERGENCY RESPONSE		
BBH Fire Marshals	Cam McLennan	(604) 828-8125
	Fraser Exel	(672) 999-5561
	Mark Cornwall	(604) 220-2978
	Rob Deasey	(604) 740-5418
Caretaker	Barry / Karen: (604) 740-2761 (C)	
Sunshine Coast Search & Rescue	info@sunshinecoastsar.ca	
Water taxi	Buccaneer - (604) 885-7888	Thormanby - (604) 885-1212
Air Horn Protocols		
Fire or Medical Emergency	>>>	3 short blasts
		repeated, approx. 2 seconds 1 long blast
Evacuation	-	repeated, approx. 5 seconds

If you call BC Wildfire (*5555 on your cell phone or 1-800-663-5555), inform dispatch of your situation, e.g. there is a structure fire that is threatening to spread to the nearby forest. BC Wildfire Service <u>will not respond to a structure (building) fire</u>. They will only respond if the fire is threatening wildland (the interface between infrastructure and forest) or it started as a wildland fire.