



EMERGENCY WATER STORAGE DURING A BOIL WATER ADVISORY

1. *How do I treat or disinfect water being stored for drinking during a boil water advisory?*

All water must be boiled before storage. Heat the water to a rolling boil for one minute. After it is cooled, pour the water repeatedly from one container to another to eliminate the flat taste.

2. *How should I store treated water?*

Water should be stored in clean/disinfected plastic food grade bottles or containers.

Select safe “food-grade” containers for water. **DO NOT USE** empty containers that have been used for storage of any chemicals such as bleach and detergent. Plastic milk jugs are not recommended because they do not seal well.

Suggestions: Use 2-litre soft drink bottles with tight-fitting screw cap lids. One can also purchase food-grade plastic containers at department or camping supply stores. A good water container is airtight, breakage resistant, and heavy enough to hold water. Remember that each litre of water weighs approximately 1 kg. Do not store more than 100L of water in any container that is meant to be portable.

Containers must be disinfected before use. Containers can be disinfected by either pouring boiling water into the container, or by using a 1:10 ratio dilution of bleach to water to clean the containers.

NOTE: Do not use scented bleaches, coloursafe bleaches or bleaches with added cleansers. These products contain additives that are not designed for human consumption.

3. *How long can I store the treated water?*

Water kept in well sealed containers can be kept for at least six months. Write the fill date on each container so you will remember when to replace the water.

To increase the shelf life of the water, store in a cool dark place and group the containers together in dark plastic bags to prevent its exposure to light.

Commercial bottled water should be kept in its original sealed container and can be kept for a year. Once opened, use it and do not store it further. Rotate every six months for best quality.

