



Boil Water Notice

Issued: Jul 18 2021 12:59PM PDT by RDCK Water Notifications

Locations: **RDCK**

Effective immediately, a **Boil Water Notice** is being issued for users on the Edgewood Water System.

Instructions

The RDCK and Interior Health recommend that all customers **drink boiled water** or a safe alternative until further notice. Water intended for drinking, washing fruits and vegetables, making beverages or ice, or brushing teeth should be boiled for one minute. Boiled water should then be refrigerated in a clean, covered container.

Owners of all public facilities must post a **BOIL WATER NOTICE** at all sinks or drinking water fountains accessible to the public (alternatively, public fountains and taps may be turned off).

As opportunities arise, they must also advise their clientele verbally of the **BOIL WATER NOTICE**.

Additional Information

The notice is being issued as a precautionary measure due to additional untreated water system capacity from decommissioned wells for the current demand of wildfire mitigation efforts. Owners of all public facilities must post a **BOIL WATER NOTICE** at all sinks or drinking water fountains accessible to the public (alternatively, public fountains and taps may be turned off). As opportunities arise, they must also advise their clientele verbally of the **BOIL WATER NOTICE**. Please spread the word to your neighbours – share this information with community members who drink this water, especially those who may not have received this notice directly such as people in long and short-term rental units, mobile home parks and nursing homes. The Boil Water Notice will remain in effect until acceptable water quality results are obtained from two consecutive bacteriological tests completed on the distribution system. We apologize for any inconvenience this might cause, and appreciate your cooperation and patience during this time. For more information contact the RDCK (250) 352-8192 or 1-800-268-7325 ext. 8192, or visit our website at www.rdck.ca/water.