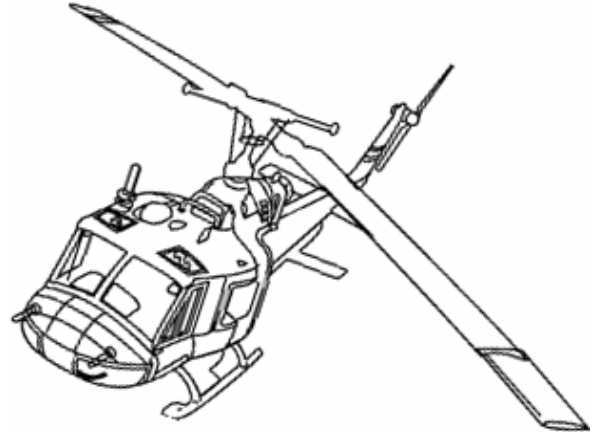


Emergency, Emergency, Emergency!

While thousands of forestry workers go about their work, few consider 'today' might end in crises – needing specialised emergency services!

Preparation for such an event, and knowing what to do and say will be very important.



What can you do to prepare?

- Appoint an emergency warden – with a level head and training
- Ensure first aiders are up-to-date with their training
- Run a practice drill – at least every 6 months
- Know your exact location – GPS co-ordinates and the physical address should be prominently displayed at your site

Important things to do and say!

- **Do...** stay in radio or cellphone contact and meet services on the main road or emergency location point
- **Say...** if the 'condition is life threatening¹!
- **Say...** if the injured is 'greater than 60 minutes from an appropriate medical centre²!



¹ Crush injuries, critical blood loss, unconsciousness or shock, severe or multiple fracture, laceration etc.

² Consider how long it will take for land based ambulance staff to drive to the site, and then reach the injured person.

**EMERGENCY DE- BRI EF
CONTRACTOR & SAFETY
CHAMPIONS MEETING**



When: Tuesday 24th February 2009
Time: 6.50am – 9.00am
Where: Parksyde, 7-9 Tarewa Place, Rotorua

Agenda:

- 6:50am Meet at Parksyde
- 7:00am General Business
- Overview of OTPP/VGL NZ, Rotorua FM and HM Safety Performance.
 - Projects up-date
- 7:15am Emergency, Emergency, Emergency
- Punawahakareia, Uenuku Marae Emergency Drill – Key points
 - Two important things to communicate to emergency services!
- 7:30am Emergency drill debrief
- Norm Riedinger, District Operations Manager St. John
 - Neil Dodds, Pilot – Rescue Helicopter
 - Participants perspective
- 8:15am New operational and planning notes format
- Laminated A3 format, maps, GPS details etc
- 8:30am Bite to eat.

All Contractors welcome.

2009 Meeting Dates: 28th April, 30th June (mid winter event), 25th August, 27th October.

Please remove your work boots before coming inside.