

Long Term Care Mutual Aid Plan (LTC-MAP) Facility Internal Spill / Flood Response Kit / Cart June 2024

Response Kit / Cart Contents:

The following is a suggested list of items that could be included in an internal spill / flood response kit. Ideally, the items are placed on a mobile cart that can be easily deployed within the facility to quickly mitigate an internal spill /flood.

- 1. Mid-size wet vac. Throw out the dry filter and label for *wet pick up only*.
- 2. Wet floor signs or collapsible traffic cones.
- 3. Water dam kits. Tubes and pads, old linen works too.
- 4. Contractor trash bags, construction plastic, miscellaneous tape, caution tape, mid-size tarp, bungees, and/or rope.
- 5. Basic tools: Flashlight, multi-bit screwdrivers, wrenches, utility knife, heavy duty scissors, work gloves, eye protection.
- Hose clamps and high temperature silicone sheet gasket. Various pipe repair clamps are available, but you need multiple sizes that match your pipe material (copper, cast, etc.). Hose clamps and gasket are a one size fits all, plus they work on wet or dry sprinkler systems.
- 7. Epoxy putty and pipe wrap. Last resort but works on leaks where a hose clamp and gasket will not fit.
- 8. Shark bite caps and valves in common sizes. Not compliant in some facilities but the no solder fitting can be pushed on to a pipe even when you cannot shut off the water. Use them as a temporary measure until a plumber and a water shutdown can be coordinated.
- 9. Sprinkler head shutoff clamp. Must get prior approval from your local AHJ to deploy these.
- 10. Valve charts/building plans with photos. It is probably not realistic for most facilities to have every valve documented, but a general list can help to isolate and minimize overall building disruption. If you have a zoned sprinkler system, it helps to be familiar with tamper locations. Shutting down a portion of the sprinkler system is preferable to a whole house disruption.

QUICK DAM Flood Kit: 6 3/4 in_2 ft_10 ft Lg

Item 60WC18 Mfr. Model WUGG10-10



