

Emergency Action Card

Four situations, and the first three moves in each. Put it where the phone is.

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BEFORE ANYTHING ELSE

Call 911. Then clear the water. Every number below is a first move, not a policy. Your written Emergency Action Plan governs, and your local health department may require one specifically. Rehearse it before you need it.

SOMEBODY IN TROUBLE IN THE WATER

1. Reach with the pole, or throw the ring. **Never go in** unless you are a trained rescuer with equipment.
2. Call 911 and send a named person to the entrance to meet them.
3. CPR if trained, AED if you have one. Clear the water.

CHEMICAL RELEASE OR FUMES

1. Evacuate upwind and keep everyone out. **Do not go in for a look.**
2. Call 911. Say which chemicals, if you know, and how much.
3. Nobody re-enters until the fire department says so.

SUSPECTED ENTRAPMENT

1. **Hit the emergency shut-off first.** Suction holds after the pump stops.
2. Break the vacuum seal if you can reach it, then free the person.
3. Call 911. Close the venue and leave the system off.

LIGHTNING, OR SEVERE WEATHER

1. Clear the water at the first thunder. **It does not need to be raining.**
2. Move people into a building, not under a shelter or a tree.
3. Restart the 30 minute clock at every further rumble.

FILL THESE IN BEFORE YOU NEED THEM

Facility address, as 911 needs it	
Nearest cross street	
Emergency pump shut-off is	
Main gas shut-off is	
AED is	
Health department, 24 hour	
Facility manager	
Pool service contractor	

Nobody reads a binder in the first minute. This page is the binder's first minute.