

# OUTDOOR

# WATER RESTRICTION

## STAGES

### Do your part!

Stay informed on water restrictions and understand what actions you need to take. Updates will be shared on The City's social media, website and through local media.

### The City's role

We'll monitor conditions and determine when restrictions need to be implemented or adjusted. Where possible, we will also reduce water use in our operations.

### Enforcement

We strive to take an education-first approach about the importance of reducing water, rather than enforcement. Fines can range from \$250 to \$2,500, plus disconnection of water service.

[reddeer.ca/drought](http://reddeer.ca/drought)



		STAGE 1	STAGE 2	STAGE 3	STAGE 4
		VOLUNTARY restrictions	MANDATORY restrictions	MANDATORY restrictions	MANDATORY restrictions
WATERING	<b>Sprinklers and irrigation</b>	<b>Even numbered addresses:</b> Even days of the month  <b>Odd numbered addresses:</b> Odd days of the month  <b>Watering is allowed from:</b> 7 p.m. to 9 a.m. for 1 hour  <i>*Newly planted lawn can be watered on all days at any time for 3 hours for 3 weeks after planting</i>		<b>Even numbered addresses:</b> Mondays & Thursdays  <b>Odd numbered addresses:</b> Tuesdays & Fridays  <b>Watering is allowed from:</b> 8 p.m. to 8 a.m. for 30 mins	<b>NO</b>
	<b>Hoses with spray nozzle</b> <i>(only for gardens, trees and shrubs)</i>	<b>YES</b>	<b>YES</b>	<b>NO</b>	<b>NO</b>
	<b>Hand Watering</b>	<b>YES</b>	<b>YES</b>	<b>YES</b>	<b>YES</b>
WASHING	<b>Vehicles</b>	Only at car wash	Only at car wash	Only at car wash	Only at car wash
FILLING & REFILLING	<b>Swimming pools and hot tubs</b>	<b>YES</b>	<b>YES</b>	Topping off allowed	<b>NO</b>
	<b>Ponds, fountains, water parks and water features</b>	<b>Even numbered addresses:</b> Mondays & Thursdays  <b>Odd numbered addresses:</b> Tuesdays & Fridays  <b>Filling and refilling allowed from:</b> 7 p.m. and 9 a.m.		Topping off allowed	<b>NO</b>
CLEANING	<b>Outdoor surfaces</b> <i>(driveways, decks, patios, etc.)</i>	<b>YES</b>	<b>NO</b>	<b>NO</b>	<b>NO</b>