



VISITING THE AREA AND LOOKING FOR **WILDFIRE INFORMATION?**

Evacuation ALERTS are in place for the **City of Kimberley** and the **St. Mary Lake** areas. **Evacuation ALERTS** are issued to prepare you to evacuate your premises or property should it be found necessary. If an **Evacuation ORDER** is issued, you must leave the area **IMMEDIATELY**. Emergency Support Services will only be available to those evacuated from their **PRIMARY** residence. If an Evacuation ORDER is issued, residents should proceed to the reception centre identified in the ORDER. Visitors to the area must leave and return to their homes or another community that is not under an Evacuation ORDER.

FOR UP TO DATE INFORMATION ON THE WILDFIRES IN YOUR AREA:

www.bcwildfire.ca or download the **BC Wildfire app**

Scan to visit
BC Wildfire



UPDATES

By email: www.rdek.bc.ca – sign up for email updates for your area that come directly to you

By phone: 1-855-346-2188 – Regional Emergency Operation Centre Info Line

Scan to sign up for
Community Emails



INFORMATION ON EVACUATION ALERTS AND ORDERS

www.rdek.bc.ca – Emergency Information

1-855-346-2188 – Regional Emergency Operation Centre Info Line

Scan to view
Alerts and Orders



REGIONAL EVACUATION NOTIFICATION SYSTEM (ENS)

Powered by **Voyent Alert!** this system will keep you informed in the event an evacuation Order or Alert affects your property. The service is free and available to everyone in the East Kootenay including municipalities, rural areas, First Nations and visitors.

how to register:

SMS/TEXT OR VOICE DIAL USERS

Register online at: <https://ca.voyent-alert.com/vras/register.html>

Choose "My Locations" to pin your address/property to receive voice or text based alerts. You can click and drag your pin(s) to ensure they are in the correct place.

MOBILE APP USERS

Download and install the **Voyent Alert!** app from the Apple App or Google Play stores.

Scan to register for
Emergency Notification System



Remember to add at least one location when you register