

# Sandbags during flood events

Heavy rainfall can result in surface flooding. A simple way to protect your property is to place sandbags in places to divert the water away from your house.



Sandbags can be used to protect your property:

- across doorways for houses on a concrete pad
- across a garage door

However they are unlikely to stop water coming from under a house, through the floorboards or other access points.

Be prepared by purchasing sandbags and sand before the next flood event.



For more information on what to do in a Civil Defence emergency, visit:  
[www.getready.govt.nz/en/](http://www.getready.govt.nz/en/) and  
[www.otagocdem.govt.nz/](http://www.otagocdem.govt.nz/)

# HOW TO FILL AND PLACE SANDBAGS



## FILLING SANDBAGS

Fill bags with a heavy or sandy soil, or with sand. Don't use gravelly or rocky soils as they will let the water through. It's easiest if two people are involved - one to hold the bag and the other to shovel the soil or sand in.

**Only fill bags to half or two-thirds full.** This gives the soil or sand room to expand as it absorbs the water.

Don't tie or seal the bag – when you put it in place, fold the flap into a triangle and tuck it under the bag.

## BUILDING A SANDBAG WALL

Place your first row of sandbags lengthwise and flat to the ground, butting each end to the next, folding the open end of the sandbag underneath. Place the second row of sandbags on top staggering the joints, compact each sandbag as you go. This can be done to a height of three layers, if further height is required place sandbags behind to add strength to your wall.

## DRYING SANDBAGS FOR RE-USE

When the water has receded, separate your sandbags, lay them out or stand them up and let them dry out thoroughly. When they are dry, store them for use again. Wet sandbags will rot or deteriorate quickly.

## DISPOSING OF SANDBAGS

To dispose of sandbags scatter the sand in your garden. Please do not leave bags on the kerbside, as they will not be collected and they may clog up the drains.