

## Fires can start from the smallest spark

Machinery is commonplace in rural areas. However, using machinery unsafely or failing to maintain machinery can increase the risk of starting a fire.

<u>Check the fire weather</u> in your area before using machinery or undertaking 'hot works'. Avoid operating equipment during times of very high or extreme fire danger.







## When using machinery

- > Be very careful during dry conditions
- Mowers, scrub cutters or any other machinery that strikes a rock in dry grass could ignite a fire
- Be aware of exhaust heat and spark emission when driving through, or parking in, stubble or long dry grass.
  Be particularly cautious on high, very high and extreme fire danger days
- Spark arrestor systems designed to reduce the risk of fire are recommended
- Carry appropriate fire extinguishers, shovels, or knapsack sprayers
- Be aware of what could be happening outside your cab.

## When maintaining machinery

- Get rid of birds' nests from in or around motors
- Check all machinery is free of mechanical defects and has approved exhaust systems
- Pay special attention to checking your machinery's bearings and moving parts
- Clean all machinery regularly to ensure belly pans and spaces around motors are free of oil, dust, grease, grass and straw.

## Hot work

- Hot work is any job that involves using tools that could start a fire. On rural properties, this might include welding, grinding or cutting
- Follow hot works New Zealand Standard 4781:1973 Code of Practice for Safety in Welding and Cutting
- Where possible, perform hot work indoors at a designated safe location, like a welding bay. If you this isn't possible, make sure you move any fire hazards or flammable materials out of the area before starting
- Clear area of combustable fuel and wet down the area you're working in
- Have firefighting equipment on hand, and know how to use it, in case a fire starts
- > 30 minutes after you've finished the hot work, do a final check for any hot spots that might cause a fire.