Title: Safe Work Instruction BFB SWI 09									
Refuellir Equipme	ent	lant	and				horised BFAC	G	Shire of Bridgetown-Greenbushes simply beautiful
Original Issue Date: March 2023 Last Reviewed: May 2024 Next Review Date: May 2026						Page 1 of 1			
THIS DOCUMENT IS UNCONTROLLED WHEN PRINTED									
DO NOT use this machine/equipment unless you have been trained in its safe use and operationDescription Work:When refuelling plant and equipment during operations firefighters are exposed to a significant risk of injury should fuel or vapour ignite. Fuel cans stored on appliances are likely to become pressurised due to exposure to higher ambient temperatures, direct sun, and proximity to heat sources. If opened too quickly, pressurised fuel and fuel vapours will discharge rapidly. It is possible for fuel to ignite and cause significant injury to personnel.									
Potential Hazards: Explosion, catching alight, eye or skin irritation.									
Personal Protective Equipment (PPE) Required (Check the box for required PPE):									
Gloves Face Masks			tection			opriate twear		Ŭ	Protective Clothing
\boxtimes			\bowtie			\boxtimes			\boxtimes
Safe Work Procedure Checklist:									
 PRE-Operation: Remove the equipment / vehicle away from the active fire ground. Move equipment / vehicle to clear area. Remove the fuel can from the vehicle. Operation: Ensure minimum PPC is worn. Kneel behind the fuel can with cap facing away from the body. Fully withdraw the retaining pin. 									
 Lift cap handle slowly to allow pressure build up to vent, with any venting away from the body. 									
Control opening with hand pressure as required.									
 Lift cap handle completely once venting has ceased. 									
 Prior to pouring fuel from the fuel can into pump engine fuel tank, ensure that your feet are on the ground, you earth yourself by touching the appliance and the pouring funnel is in contact with the fuel tank. 									

- 3. POST-Operation:
 - Replace fuel lids.
 - Clean off excess fuel from the tank with a rag.