# **West Coast Alpine Club Hut Information**

#### Location

The club hut, which sleeps 13 persons, is located up Brake Hill Road, Arthur's Pass, on the east side of the village just before Rough Creek (or just after Rough Ck if you are coming from Christchurch). Look for the sign!

## **Getting in**

Contact any committee office holder for the code for the door in the week before you go to the hut. It may be changed without warning.

## **Casual use and booking in groups**

The hut is available to members and approved nonmembers (i.e. former members, friends or clubs/groups who can apply to the committee) on a casual basis at all times EXCEPT when it has been pre - booked with an upfront deposit of \$150 (e.g. by another Club or people doing an event). Members will be notified via the e-mail loop if this occurs.

# On arrival/departure

<u>Electricity</u>: All switches on the switchboard need to be switched on (turn everything off when you leave). The fuses (circuit breakers) sometimes blow i.e. a jug and a toaster operating from same plug. Simply unplug one device and turn on fuse switch again at switchboard (up is on for a fuse – offending fuse switch will be down).

<u>Water:</u> **Detailed instructions are inside the hot water cupboard door - just inside the kitchen on the left.** Firstly, you may need to turn on the outside tap (under blue lid @ NE corner of building). To fill the system, go into the kitchen cupboard, close the lower two valves C and G, and then open valve B (parallel with pipe is open).

<u>Hot water</u> (arrival): There is a white box on the switchboard with a <u>button</u> that must be pressed if you want hot water. If you are staying a few days you will need to press the button on the white box after 36 hrs as it's on a timer. Ensure valves C and G in kitchen cupboard are closed, and valve B is open.

At the start leave the hot kitchen sink tap on. When it runs the tank is full and tap can be turned off.

Turn on <u>switch</u> for the water heater - located in the kitchen cupboard on left of tank. This should <u>only</u> be turned on when there is water in the cylinder.

<u>All water (departure):</u> Turn off hot water cylinder switch. Between May and October the water system should be emptied on departure. When you leave close valve B and open C and G, and open all the taps to drain the system completely.

<u>Fire:</u> To avoid smoke inhalation do not shut off damper in chimney completely. Please leave clean for next person. BYO kindling and coal: there is limited fuel in the bunker at back of the hut.

<u>Toilet</u>: When you leave in the winter season, put some salt in the toilet bowl and the cistern and stir it up to avoid a freeze.

## **Payment**

Fees (\$10 members, \$20 non-members) can be paid by the following means:

- Leave in the secure box. Preferably include a note to say who you are and how much you have left.
- Pay directly into our account. Make sure you include the words 'hut fees' and pay into: West Coast Alpine Club, ASB Greymouth, 12 3168 0044967 02

## The paperwork

In order to comply with the Fire Regulations conditions of our permit to operate the hut you must fill in the logbook (hanging on wall by door) each time a new group occupies the hut. There are 4 sections to sign and a huge list of things to check each time. This cannot be simplified (apparently). Please don't miss this bit or the use of the hut could be jeopardised. Also please fill in the Club Hutbook on the table so we know who has been staying.

# **Problems (esp. winter)**

Be warned that sometimes you cannot get the water running because the town-supply can freeze up. The hut is not equipped to cope with this and the best option is to go home or stay at the backpackers! If you are having water issues and it's not freezing, please check through the instructions inside the door of the hot water cupboard first. For other problems try phoning the contact numbers in the window by the door, but do <u>NOT</u> call a plumber, electrician, or anyone else unless you are prepared to pay the call out charge.