

Collector Streets: will be plowed: Warren Avenue, Ives Street, Beach Street, and Riverside Drive

Stage 2: A stage 2 snow event takes longer for the crews to plow. Priorities will be given to Residential Hill routes, Collector Streets, and the Downtown Loop. Crews will work reasonable amounts of overtime, but will be given time for rest. All routes will be plowed during a Stage 2 event. Depending on snow depth, moisture content, equipment availability, crew hours, and weather conditions a full plowing and cleanup will take approximately 2 days.

Stage 3: A Stage 3 snow will be managed similar to a Stage 3 event. A Stage 3 event will activate the use of private contractors to supplement City crews.

PARKING RESTRICTIONS

Stage 1 & 2: During a Stage 1 or Stage 2 Snow Event, vehicles must be moved off the street, including areas where there is designated street parking between the hours three a.m. and eight a.m. Drivers/owners will be given 6 hours to comply. When the snow has stopped, the street has been plowed, and forecasts don't call for 2 inches or more in the next 24 hours, normal parking will be reinstated.

Driver/owners will be given 6 hours to comply with parking restrictions. A letter of warning will be placed on the vehicle. A letter of warning will not be placed on repeat offenders. Vehicles may be towed for failing to comply with parking restrictions.

COMMUNICATIONS ACTION PLAN

Prior to the snow season each fall, the City will educate citizens and employees about snow events and the impacts through a variety of communication tools.

- Snow Removal Information flyers will be sent out in September, and will be available at City hall.
- Snow Removal Information will be available on the City's web site.
- Areas of designated parking will have a sign stating that between November and March a Snow Event may be declared and parking restrictions will be enforced.

When a snow event is declared, the City will notify citizens and employees of conditions through the front page of the City's web pages.