

Snow Removal Winter Ready

Priority Areas

With more than 90 kilometers of roads and 23 kilometers of sidewalks in Castlegar, there's a lot to keep clear! That's why we use a five-tier priority system to clean up.

This system sets emergency and key transit routes, steep hills, and main arterial roads as a priority to keep our City moving. It is important to remember, as long as it is snowing, crews will be focused on keeping high priority routes clear first.



Snow plowing vs snow removal

What's the difference? **Snow plowing** takes place during snow events and involves clearing roadways from curb to curb to open the road. **Snow removal** is a systematic approach to remove snow banks on roadsides to improve snow storage capacity.

You can help us move faster

Following the City's guidelines can help to speed up the process, allowing staff to clear roadways faster and get to the next priority route quicker. We thank you in advance for doing your part in being a good neighbour.

The Five-Tier Priority System

Snow plowing does not proceed in a step-by-step order if snow continues to fall. Higher priority areas will be revisited before lower priority areas are cleared. See priority route maps at castlegar.ca/snow

PRIORITY 1

- Main arterial roads: Columbia Ave. and Arrow Lakes Dr. from 18th St. to Mercer Celgar
- Collector routes with slopes greater than 9%

PRIORITY 2

- Access to emergency service buildings: Fire Hall, RCMP, Hospital and Ambulance
- Collector routes to main streets

PRIORITY 3

- School and bus routes

PRIORITY 4

- Residential streets
- Hydrants
- Utility installations

PRIORITY 5

- Public parking lots
- Lanes
- Snow removal
- Road widening as necessary

Winter Guidelines

Park vehicles off City roads

Please park vehicles off City streets whenever possible.

Remove obstacles

Unused vehicles, boats, trailers, basketball nets, etc. should be removed from streets.

- **DO NOT install metal posts or rocks** on boulevards as snow plow markers. This can cause injury, equipment damage, and can slow down the snow plowing and removal process.
- **Keep fire hydrants on your property clear** of obstructions, including snow, to make them accessible during emergencies.

Know the bylaws

As a property owner, you have snow responsibilities too. Please do your part to keep everyone safe and moving!

- **DO NOT shovel, plow or blow snow onto City streets.** Violations are subject to bylaw enforcement.
- **Before the City has plowed, snow should be removed to the left side of the driveway,** facing the street, to reduce the amount of snow deposited across your driveway. City equipment travels in the direction of traffic flow.
- **The City will not clear private driveways.**
- **Remove snow, ice or rubbish from sidewalks and footpaths** bordering your property. This should be done within 24 hours of accumulation.

Collect your waste carts and bins after collection

It may only take a minute for our crews to move carts and bins but with thousands of driveways, this slows down the snow plowing and removal process.

Make some room

Slow down and follow snow plow and removal equipment at a safe distance until there is a safe, legal opportunity to pass.

- Equipment may slow down, turn and back up frequently. **Stay back.**
- **Children should not play on snowbanks** and should always remain away from snow plowing and removal equipment.

Contractors and Businesses

Snow storage

Contractors plowing for commercial businesses must contain snow on site or relocate it. Snow deposited on City property or streets will be removed by City crews with costs billed to the contractor or property owner.

Dump permits

A Snow Dump Permit is required to dump snow at the City Complex Snow Dump Facility. A map of your designated snow dump area and gate code to the facility's padlock will be issued after a submitted **application is approved** and the **\$750 permit fee is paid**.

Applications are available at City Hall, and Civic Works or you may [download](#) via castlegar.ca/snow

castlegar.ca/snow
250 365 5979

Civic Works
CASTLEGAR