

SUMMER VILLAGE OF WHITE SANDS

Prepared by: Administration **Number:** X
Adopted by: White Sands Council **Date:** 2019 09 06
Amended: December 8, 2021 **Resolution#**

Title: **Snow Removal for Property Access**

Purpose: To provide guidelines to outline the levels of service that the Summer Village of White Sands may provide regarding roadway snow removal.

Policy Statement: Plowing of public roads is done as needed to ensure access for emergency vehicles and safe passage for other vehicles. The municipality maintains municipal snow plowing for smaller snow events but will be dependent on contracting out plowing services during large snow events.

The municipality does not have a guaranteed removal time but do provide the following levels of service as required:

Priority Level 1: Main roads: Buffalo Road, Jennifer Drive and Municipal Road
Priority Level 2: Transfer Site, Hall, Front Street and School Bus Routes
Priority Level 3: Lake View Avenue, 1st to 4th Street, Aimee Avenue, Destini Drive and Mackenzie Way.
Priority Level 4 all other roads and cul-de-sacs.

Please refrain from pushing snow from driveway across the municipal roadways once the roads have been plowed as any large snow deposits on the roadway can create hazards.

Plowing services do not include:

- Clearing driveways (including natural caused drifting snow drifts), sidewalks, walkways, paths or beach accesses
- Guaranteeing plowing by a particular time.
- A guarantee of complete ridge removal. Staff will endeavor to remove a ridge created during road clearing on all season residents that are higher than six inches (6"), but they are given discretion as to whether any hazards are present, what the equipment can handle, and the priority level given to this service.
- Non-Permanent residents need to provide 72 hours' notice to the Municipal Office, during regular municipal operating hours for municipal plowed windrow or ridge removal for access to property.

The Summer Village of
White Sands
 Snow Removal Priority Levels
 see Policy X

