



Snow Downtown

What you need to know when it snows downtown

- A dedicated crew monitors the Central Business District (CBD) continuously.
- Downtown is a priority plowing area, and there is a dedicated deicer to the downtown as needed.
- As inclement weather is predicted, the City will determine what type of deicing or plowing measures are needed.
- If deicer is not effective, City crews will plow snow from the curbs to the center of the roadway.
- **When the downtown area is plowed, all cars must be removed from the street from midnight to 6 am.**
- As center berms are created, they will be removed by truck from the downtown.

Downtown Business Partners:

- Keep sidewalks clear of snow and ice.
- Place the removed snow from sidewalks into the parking stalls near the curb.
- Keep the base of meters free and clear of snow for ease of citizen use.
- Snow removal adjacent to intersections should not be placed around ADA Ramps or marked crossings.
- Snow from private driveways or surface parking should not be placed in the public right of way (ROW).

Get the latest snow info

My.SpokaneCity.org/Streets

Snow Info: 3-1-1 or (509) 755-CITY
Follow us on Twitter: @SpokaneCity
Like us on Facebook: SpokaneCity

**The City may ticket and/or
tow for failing to comply with
parking restrictions.**

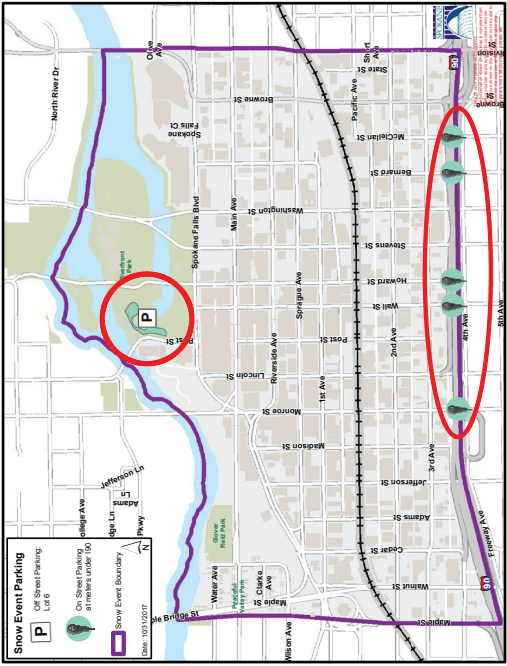


Snow Parking Options

When the downtown area needs to be plowed, on-street parking will be prohibited between midnight at 6 a.m. so parking bays can be plowed out. **The parking restrictions apply to all vehicles, even those with a residential parking pass or a disabled placard.**

New signs have been installed in the downtown, indicating this rule within the boundaries of Maple to Division and I-90 to the Spokane River. The City may ticket and/or tow for failing to comply with on-street parking restrictions.

The City has free parking options between 6 p.m. and 6 a.m. during those snow events under the freeway and off of Post Street. See the map below.



Snow Season runs from November 15 to March 15