

Code Enforcement

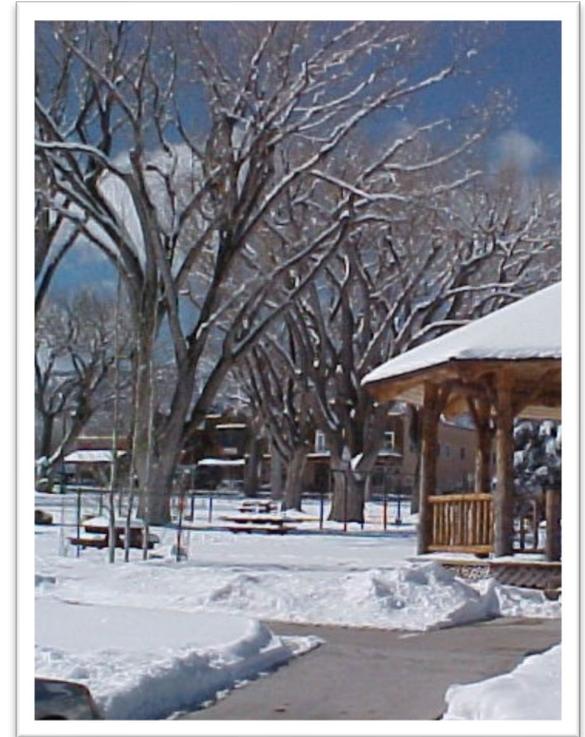
While safety is of the greatest concern, it becomes necessary to ensure that the regulations set forth by the Ridgway Municipal Code are enforced. Due to this, it is imperative that everyone works together to improve road and sidewalk conditions this winter.

Snow and ice not removed from public sidewalks within 24 hours of accumulation may result in a citation to the abutting property owner or tenant, with fines starting at \$150.

Thank you for your understanding and willingness to keep our community safe and beautiful.

Ridgway Snow Removal

Public Works
Town of Ridgway
501 Otto St,
Ridgway, CO
(970) 626-5738



Snow Removal

Town of
Ridgway

Snow Removal in Ridgway

Many new and exciting changes have been made in Ridgway recently. The investment made by our community and our state provides infrastructure to improve seasonal safety this winter. Snow removal is a community effort that requires everyone's patience and cooperation.

Prioritizing Streets

Public Works will act diligently to remove snow as efficiently and quickly as possible. There are some areas that have been prioritized as needing more immediate assistance in the early mornings. Snowplowing of streets, as a general matter, focuses first on school streets, followed by businesses, residential neighborhoods, and then critical public sidewalks.

Sidewalks

In accordance with §14-1-1(B) of the Ridgway Municipal Code, the owner or tenant in of property abutting Town sidewalks is responsible to remove accumulations of snow and ice from the sidewalks. The Town will only remove snow from sidewalks abutting public property. Private property owners are responsible for removing snow on sidewalks abutting their property.

Driveways

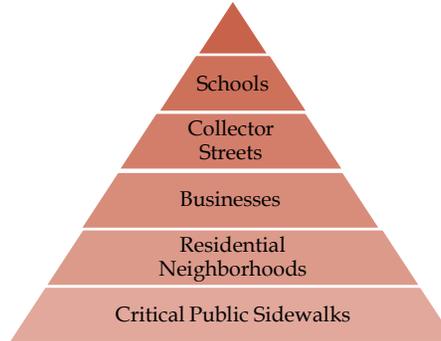
Property owners are responsible for removal of snow upon their own properties and their approaches to Town streets. The placement of snow removed from private property onto Town streets or sidewalks is prohibited. Pursuant to §14-1-3, no encroachment or obstruction shall be made or placed upon any street, sidewalk, curb, gutter or other **public** place within the Town.

Ice

Please use only **non-salt** based de-icers. The newer sidewalks are still very susceptible to long term damage with any salt-based products. Many pet friendly de-icers are salt free. (ex: Safe Paw or Road Runner Pet Friendly)

Important things to keep in mind this winter:

- The Town will typically plow when there is greater than 4" of snow fall on hard surfaces.
- No parking downtown on paved streets from midnight - 7:30 AM when more than 2" of snow fall are predicted.
- Refrain from parking on residential streets during storms. This will allow the snow removal crew to more effectively remove snow in the early morning.
- The Town is not responsible for vehicles that are "plowed in."
- Public Works will begin snow removal in the downtown area, clearing what they can before 6AM. At 6AM they will start removal in accordance with the priority list below:



- On **private property**, it is the owner's responsibility to remove or store snow from their property. Placing private snow on public streets will result in code enforcement violations.
- On **downtown public sidewalks**, property owners may put snow a few feet off the curb in the street (not Hwy 62). This prevents plow damage to curbs and sidewalks. The Town will haul this snow away.



Properties Located on HWY 62

- Where there are three lanes on the highway, CDOT will plow to the center.
- Where there is not a center turn lane, CDOT will plow to the sides to keep the streets unobstructed.
- Keep in mind that it is still the responsibility of the private property owner to remove or store snow from **private** property.
- Property owners are advised to contact Town Hall for instructions if unsure about appropriate snow removal.
- Property abutting Hwy 62 should not place snow onto the highway. Doing so will result in the snow being plowed back onto the property by CDOT.

**Please be patient with snow removal efforts.
We appreciate your cooperation!**