

FAQ:

Does the City have an Odd/Even parking program? Why Not?

The City does not currently have an Odd/Even Parking. However, the City did test a program during the winter of 97/98 and it was not easy to enforce and not well received in the areas wherein it was implemented. Some of the issues that we found were residents were confused as to when it was being implemented (time, date and season), what side of the street to park on, and solid waste receptacles were placed on the same side as where the cars were parked. City crews would have to plow some areas 2-3 times after one event.

Does the City plow alleys?

The City does not plow alleys. Most alleys are very narrow and there is no place to put snow in several snow events. In rare situations, we will clear an alley for utility maintenance reasons.

Does the City clear snow from driveways?

The City does not clear snow from driveways. There are 13 snow plow areas and approximately 17,500 driveways. City crews will make every attempt to NOT place snow berms in the driveways and to avoid placing snow on sidewalks.

Why do you place the Snow berms in the middle of some streets?

Snow is stored in the middle of several streets (Pine St, Main St., Klamath Ave., 3rd St., 4th St., 5th St., 6th St., 7th St., 8th St., 9th St., 10th St., 11th St., 12th St., Shasta Way, Washburn Way, Avalon St. and Austin St.). We plow these to the centers to allow for parking at the curb lines and to allow us to pick up and haul the snow to several "Snow Dumps" throughout the City.

Can I park my camp trailer, boat or other cars on the Street?

You are allowed to park your vehicle on the Street if it is operational and for no more than 48 hours (Klamath Falls City Code 6.145). The City asks that you try to move your cars, trailers, and trash cans to assist in snow removal operations.

Does the City use salt as a de-icer?

The City does use a minimal amount of salt. The salt is mixed with cinders at a 20:1 ratio. No salt cinder mix is used on or near concrete bridges or roadways.