

Chelan County Sheriff's Office

Evacuation Notification Summary

Level 1

Persons are warned that current or projected threats from hazards associated with the approaching fire(s) are severe.

This is the time for preparation, and precautionary movement of persons with special needs, mobile property, and (under certain circumstances) pets and livestock.

You will be kept advised as conditions change. Area radio stations have been asked to broadcast periodic updates.

If conditions worsen, we will make every attempt to contact you. If you are absent from your home for more than a short period of time, please leave a note with your name and a contact telephone in a visible location. An attempt will be made to contact you by phone.

Level 2

Conditions indicate a good probability that hazards associated with the approaching fire(s) will severely limit our ability to provide emergency service protection. Dangerous conditions exist that may threaten your residence or business.

You must prepare to leave at a moments notice.

Fire and law enforcement personnel are working in this area to provide specific information about when to leave and the route(s) to be taken.

This may be the only notice that you receive.

You will be kept advised as conditions change. Area radio stations have been asked to broadcast periodic updates.

Level 3

Current conditions present specific and immediate threat(s) to the life and safety of persons within this area

You are advised to evacuate immediately.

Law enforcement personnel are working in this area to provide specific information on the route(s) to take.

A temporary shelter has been set up at:

If you choose to ignore this advisement, you must understand that emergency services may not be available.

Volunteers will not be allowed to enter the area to provide assistance.

Roadblocks and 24-hour patrols will be established in the area. Residents will not be allowed to return until road conditions are safe.

Area radio stations have been asked to broadcast periodic updates.