

# Town of Hancock, Department of Public Works

## Winter Storm report

Storm Report Number: 2015-1

Date: January 3-4, 2015

**Storm Started: 4:30 PM**

Temperature at start: 20°

**Storm Ended: 1:00 PM 1/4/15**

Temperature at end 33°

**Day of the week: Saturday**

**Type of Precipitation: Snow to sleet to freezing rain.**

Name of employee	Time in	Time out	Time in	Time Out	Special notes
Kurt Grasset	7:30 PM	1:30 PM			
Jeff Wright	9:00 PM	1:30 PM			
Ron Clough	9:00 PM	1:30 PM			
Brett Martin	9:00 PM	1:30 PM			
Damon Beaudreau	9:00 PM	1:30 PM			
Tim Chapman	12:00 AM	10:00 AM			

### STORM LEDGER AND CONDITIONS FOUND:

**9:00 PM** we have about 2 inches on the ground, snow is starting to change to sleet. Called everyone in to start scraping the roads.

**10:15 PM** Damon is broke down on Duncan road with a major hydraulic leak. Jeff will cover his roads. Kurt will help Damon get home then Kurt will cover Jeff's Roads.

**11:00 PM** IH #1 back at the shop, Damon will try to repair the hose. Kurt to head on Jeff's route.

**12:00 AM** Freezing rain changeover is beginning, Will have Tim come in and clear the walks and parking areas.

**1:15 AM** 27° IH #1 back up and running. Trucks are finishing their routes, we will pull in for a couple of hours for rest while the freezing rain comes.

**4:30 AM** 29° Freezing rain has dropped to a freezing mist. Will have everyone scrape and treat as needed.

**7:00 AM 29.5° with steady rain. Tim has completed the walks and parking downtown. He will start on the sand pile at moose brook, then the dump.**

**8:00 Am 30.4° with steady rain. Trees are getting heavy. Crew will be switching over to sanding as they complete the plowing.**

**9:00 AM 31.2° with steady rain. Guys are coming in to get breakfast.**

**10:30 32° AM all headed around one last time. I will salt the main hills, Jeff will scrape them in about 2 hours. Should be above freezing for the rest of the day.**

**1:30 PM all headed home for some rest. 3 inches of snow and sleet, with about a ½ inch of ice.**