



BOISE COUNTY SHERIFF'S OFFICE

3851 Hwy 21
IDAHO CITY, ID 83631

TELEPHONE (208) 392-4411
FAX (208) 392-4108

Evacuation Policy

Level 1 Evacuation

Persons are warned that current or projected threats from hazards associated with an incident are severe. This is the time for preparation, precautionary movement of persons with special needs, mobile property, and (under certain circumstances) pets and livestock. If conditions change every attempt will be made to notify residents and businesses.

Level 2 Evacuation

Conditions indicate a good probability that hazards associated with an incident will severely limit the conditions (roads in and out of the area, escape routes) to provide emergency service protection. Dangerous conditions exist that may threaten life and safety of residents or businesses, information will be given on evacuation routes to be taken. Every one must be prepared to leave at a moment's notice. This may be the only notice received; attempts will be made to advise residents and businesses as the conditions change.

Level 3 Evacuation

Current conditions present specific and immediate threat(s) to the life and safety of persons within the area, and by Section 46-1008 of the Idaho Code, with a Proclamation signed by the Governor of the State of Idaho an Immediate Evacuation of the area is required. The Sheriff will use all reasonable means to evacuate residents from the area and maintain ingress and egress to the designated area, and residents will not be allowed to return until conditions are safe. If this evacuation level is ignored everyone must understand that emergency services may not be available.

In the event of a Level 3 Evacuation, all Boise County Sheriff Deputies and Reserves will be contacted to respond to assist in the evacuation operation. Deputies will be assigned to certain areas to direct the flow of the evacuation according to the Operations Plan set up by the Boise County Sheriff's Incident Command for that operation.

JIM KACZMAREK
SHERIFF



DALE W ROGERS
CHIEF DEPUTY