

Snow Plow Season

The Town of Marlborough Highway Department is responsible for removing snow from 60.17 miles of local roads. A typical one time plow/truck run may take up to 2 ½ to 3 hours. Please be patient. During each storm we strive to keep our equipment in the best operational condition and work quickly to clear the roads, making them safe for travel. Snow removal is a very arduous task and highway employees must work around the clock until the job is completed. The cooperation and support of Town residents and businesses is greatly appreciated.

Parking Bans:

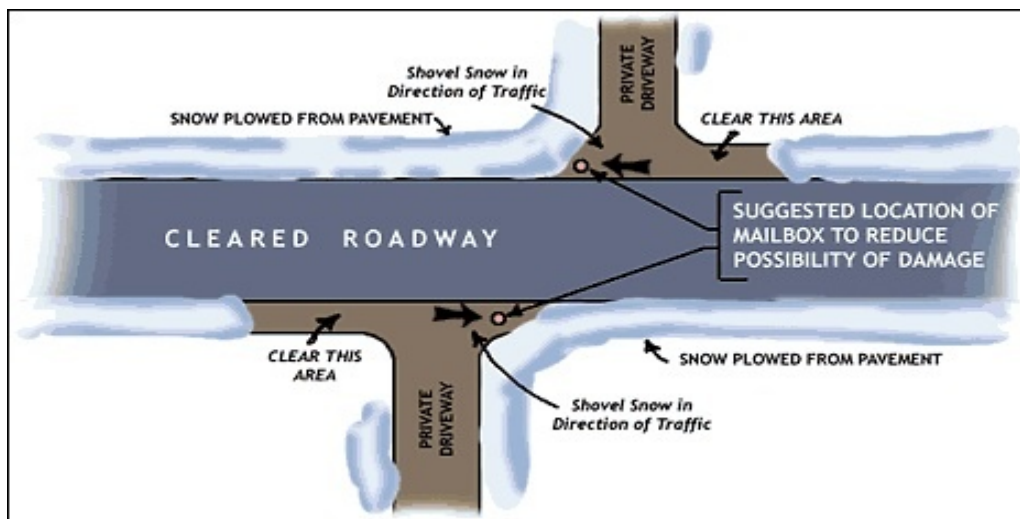
- NO PARKING on Town Roads during Snow-Ice Storms October 15 to April 15.
- Town Police are authorized to have vehicles ticketed and towed at the owner's expense. An effort will be made to have the vehicle owner immediately remove the vehicle prior to requesting a tow truck.
- Emergency parking for the Marlboro Hamlet is available at the Presbyterian Church, corner of Grand and Dubois Streets. Vehicles need to be removed within 24 hours.
- Emergency parking for the Milton Hamlet is available at the St. James Church parking lot next to the Telephone Co. building. Vehicles need to be removed within 24 hours.

We would also like to remind residents of the following:

- It is unlawful to plow/move snow across Town Roads. Please instruct snow removal contractors if necessary.
- Also, remember placing garbage bins too close to the roadway are subject to being hit by the snowplow.

Driveway Clearing:

Below is a sketch that suggests how to clear your driveway. If you shovel snow in the direction of traffic and make a pocket next to your driveway as shown, snow accumulation on the plow will drop into that pocket and only a bare minimum will go into the driveway opening. Also keep snow on your property so that it doesn't obstruct your view or that of drivers on the roadway.



During a snow storm, please stay off the road, if at all possible. If you must drive, please drive carefully and give snow removal vehicles the right of way.