Emergency Exits

Traffic in and out of our Main Gate usually flows smoothly, with only momentary waits during morning and evening "rush hour" traffic. However, if it were necessary to evacuate Shelter Bay then residents all trying to leave at the same time would create a monster traffic jam. The situation would be worsened if the Swinomish Village was also evacuating.

<u>Main Exit #1 – Main Gate</u> (the **black solid line** route on the map) exits the Community from Shelter Bay Drive, continuing to Pioneer Parkway. Turn right to go over the Rainbow Bridge into the town of La Conner. Turn left to go through the Swinomish Tribal Village to Reservation Road, continuing toward State Highway 20.

There are other options! Shelter Bay has two more emergency exits.

<u>Emergency Exit #2 - Muckleshoot Circle</u> (the **blue dash line** route on the map) is accessed from Shelter Bay Drive by going up Coquille Drive to Wanapum Drive, to Muckleshoot Circle. Turn right at the top of Wanapum hill onto Muckleshoot Circle. Continue around Muckleshoot Circle until you see the big green water tank on your right. The emergency gate is between the water tank and lot 647. This gate is usually locked but will be unlocked during emergencies.

Emergency Exit #2 brings you to Indian Road. A right turn will take you to Snee-Oosh Road. A left turn will take you to Pull and Be Damned Road, which leads to Snee-Oosh Road.

NOTE: This exit may not be useable with ice and snow weather conditions.

<u>Emergency Exit #3 – Lillooet Circle</u> (the red dash route on the map) is accessed from Shelter Bay Drive. Continue around Shelter Bay Drive until you see Exit #3 opposite Lillooet Circle, between Lots 721 and 723. This leads to Pull-and-Be-Damned Road where a right turn will take you up to Snee-Oosh Road. This gate is usually locked but will be unlocked during emergencies.

Note the Emergency Exit directional signs on the STOP signs at major intersections. The signs will guide you to the nearest Emergency Exit. Familiarization with our Emergency Exits could make a big difference in an evacuation.









