GOVERNMENT OF THE DISTRICT OF COLUMBIA

Executive Office of the Mayor



Friday, February 14, 2014 The Cold Emergency Alert will be Activated

The District will operate under a Cold Emergency meaning that additional services and supports are available to help homeless residents. Please note that due to the amount of snow on the streets, **NO warming buses will be in operation, additional warming sites will be opened.** All standard Winter Plan shelters will be in operation. Please note; end times indicated below may be extended based on weather conditions.

Action	Location	Population	Start Time	End Time	Status
Warming Site	Old DC Council Chamber (441 4 th Street, NW)	Co-ed	9:00 pm	7:00 am	To be open
Warming Site	West End Library (24 th and L Streets, NW)	Co-ed	9:00 pm	7:00 am	To be open
Warming Site	Sherwood Recreation Center (640 10th Street, NE)	Co-ed	9:00 pm	7:00 am	To be open
Alert Night Shelter	Banneker Recreation Center (2500 Georgia Avenue, NW)	Men	9:00 pm	7:00 am	To be open
Alert Night Shelter	Columbia Heights Recreation Center (1480 Girard Street, NW)	Men	9:00 pm	7:00 am	To be open
Alert Night Shelter	Kennedy Recreation Center (1401 7th Street, NW)	Men	9:00 pm	7:00 am	To be open
Overflow Shelters	various	various	9:00 pm	7:00 am	Open as needed

- Alert Night Shelters are opened every night throughout the season when HSEMA activates the Hypothermia Alert.
- Overflow Shelters are opened as needed on a Hypothermia Alert night when Alert Night Shelters have reached capacity. Contact the UPO Shelter Hotline for transport or referral to Overflow Shelters that have been opened.

KEY CONTACT INFORMATION

DC Shelter Hotline	Websites	Twitter	Text Alerts			
 1-800-535-7252 202-399-7093 311 uposh@upo.org 	Dmhhs.dc.govhsema.dc.govsnow.dc.gov	 @DCHypothermia @DC HSEMA @mayorvincegray	 Register with Alert DC online at https://textalert.ema.dc.gov/register.php Register by texting "DC" to 411911 			
Call Washington Humane Society at 202-723-5730 24 hours/day to report cruelty, neglect and animal emergencies.						