POLK COUNTY, TEXAS FOR IMMEDIATE RELEASE

Date: March 29, 2018

Time: 4 p.m.

Contact: Polk County Office of Emergency Management

(936) 327-6826; Fax: (936) 327-6890



FLOOD WARNING UPDATE – LONG KING CREEK (Livingston) TRINITY RIVER (Goodrich) AND MENARD CREEK (Rye)

From the National Weather Service:

A river flood warning has been extended until Friday morning. The Flood Warning continues for the Long King Creek at Livingston until Friday morning or until the warning is canceled.

For the Trinity River in Goodrich moderate flooding is occurring, with major flooding forecasted.

Residents impacted by the Trinity River should take precautions. The Trinity River is currently at 37.55 ft. The flood level is 36 ft., and the river is expected to rise to near 43.4 ft. by 7 a.m. on March 30th.

For Menard Creek at Rye, moderate flooding is forecasted.

Persons are urged to stay away from the creeks and rivers until water levels recede. Motorists should avoid any water covered roads and find an alternate route.

Flood Safety Tips: In the event of severe flooding, please remember:

Turn Around, Don't Drown! Do not drive through high water and DO NOT DRIVE AROUND BARRICADES! Just 2 feet of water can sweep your vehicle away.

DO NOT WALK through flood waters. Just 6 inches of moving water can knock you down.

STAY AWAY from streams, rivers, and creeks during heavy rainfall. These areas can flood quickly with little warning.

MOVE important items – especially important documents like insurance policies to the highest possible floor. This will help protect them from flood damage.

DISCONNECT electrical appliances and do not touch electrical equipment if you are wet or standing in water. You could be electrocuted.

Please look for further updates on the Polk County Emergency Management Facebook page (www.facebook.com/PolkCountyEmergencyManagement). Road conditions will be updated on the Polk County Emergency Management Facebook page as we receive them. To check TxDOT highway conditions, log onto www.DriveTexas.org.