



FLOOD WARNING: The National Weather Service along with the Gwinnett County Emergency Management Agency provide flood warning and evacuation data to local radio and television stations. Gwinnett County Police and Fire Departments will provide door to door warnings to those areas threatened by flooding. When a flood threatens, evacuations are ordered in areas expected to flood. Residents must be prepared to move to a place of safety. Gwinnett County in conjunction with the Gwinnett County Emergency Management Agency will announce emergency shelter locations.

DRAINAGE SYSTEM MAINTENANCE: Gwinnett County has an inspection and maintenance program. When a problem exists, Storm Water Management will conduct service request generated inspections on ditches, streams and channels within unincorporated Gwinnett County. The drainage system in Gwinnett County must be kept clean or flooding will occur. Debris, even grass clippings, in ditches and streams may obstruct the flow of water and cause overflow into streets, yards and homes. Gwinnett County's Development regulations, Article 7.4.6, and Illicit Discharge and Illegal Connection Ordinance, Section 3.1 (1), makes it illegal to take any action that will impede the flow of water in ditches and waterways or to discharge any pollutant into Gwinnett's storm sewer system. If you see any violations please contact Storm Water Management at 678-376-7000.

PERMIT REQUIREMENTS: Gwinnett County's Floodplain Management Ordinance, Articles 1.5.1a&b do not allow new construction of principal buildings within the floodplain. If you see any development in the floodplain without a permit you may contact Storm Water Management at 678-376-7000.

Gwinnett County requires that any combination of repairs, reconstruction, alteration, or improvements to a structure, taking place during a five-year period, in which the cumulative cost equals or exceeds fifty percent of the market value of the structure then the building must meet the same construction requirements as a new building.

