

# **PRESS RELEASE**

# March 20, 2020

Due to the current COVID 19 pandemic Savannah City Hall will be reducing the hours of operation effective Monday, March 23, 2020 until further notice. The City Hall building will be open for business from 9am-4pm Monday – Friday. In addition to this change, starting March 28, 2020, the Utility Department drive-thru window will be open from 9am-12 Noon on Saturday.

We encourage all of our citizens to call the Savannah City Department you have business with first to see if you can handle it with a phone call versus an in-person contact.

If you must come to City Hall, please use the front door (all other doors will be locked). There will be a hand sanitizing station located near the front doors and you will be asked to use it prior to conducting business in City Hall.

#### Savannah Utilities

Alternate options for paying your bill: Online Service: <u>https://new.nexbillpay.net/cityofsavannahutilitydepartment</u> Bill Pay via Drive-thru & Drop box available at City Hall. (Additional hours of operation on Saturday have been added for drive-thru) If you need any forms, we will be happy to email/fax or mail them to you. Please call 731-925-4216 and request them.

#### Savannah Parks & Recreation

City Park facilities remain closed until further notice. All activities are suspended until further notice.

## Savannah Police Department

If you need a copy of any reports or have any non-emergency questions please call 731-925-3200. For non-emergencies that require you to speak with an officer please call 731-925-4989. As always if you have an emergency please call 911.

## Savannah Fire Department

If you need a copy of any reports, need a Burn permit, need smoke detectors or have any non-emergency questions please call 731-925-8257. As always if you have an emergency please call 911.

#### Savannah Building & Codes Department

If you need a permit or have questions please call 731-925-8007

If you need any further information please visit our website at cityofsavannah.org