

Severe Weather Hazard Report

SEVERE WEATHERS stay aware, be prepared...

Springfield-Greene County
Office of Emergency Management

Emergency Operations Center Partner Agencies 05/29/2019 – 0830

<u>Watches/Warnings:</u> Flash Flood Watch in effect until May 30, 7:00 AM.

Hazards:	<u>5/29</u>
Severe Storms	Elevated
Lightning	Significant
Flooding	Limited
Tornado	Limited
Hail	Elevated
Wind Gusts	Elevated
Non T-Storm Wind	Limited

Discussion:

Scattered strong to severe storms with hail to the size of quarters are possible this morning. More robust storms will develop late this morning and afternoon as instability increases. A mixed mode of clusters and supercells are expected with all modes of severe weather possible. Cloud to ground lightning, brief heavy downpours, hail to 2 inches, damaging winds to 70 mph, and tornadoes are possible. Rainfall amounts of 1-3 inches are expected along and south of I-44 today through early Thurs. morning, with locally heavier amounts possible. Flash flooding is possible in already saturated areas. **Spotter activation may be** needed later today. Timing: The best chances for severe weather are expected between 11:00 AM and 6:00 PM. Additional storms are possible tonight.

Citizen Action Statement:

- Have a severe weather shelter plan! Review emergency kit and identify closest safe shelter.
- Have a way of receiving severe weather warnings (NOAA Weather Radio, social media, news media, etc.)
- Take shelter when lightning is in the area! "When thunder roars...go indoors!"
- Citizens with outdoor recreational plans along area rivers and streams should be alert for the potential for lightning strikes and rapidly rising water levels. "Turn around...don't drown!"

Emergency Management Issues:

- Springfield-Greene County EOC is currently at OpCon Level 3: Monitoring
- OEM is monitoring "WxNet" (B-15) on Greene County 800 TRS
- All interested parties should continue to monitor the situation for forecast changes.
- Follow OEM: Twitter @gcoem or Facebook/SpringfieldGreeneOEM



