OCTOBER 14, 2018 ROAD CONSTRUCTION UPDATE

The road work planned for 2018 is almost complete. The road committee and the engineer have spent the past few weeks compiling a final road construction punch list which will be completed in the coming weeks, with some work carrying over to spring/summer 2019 due to the weather conditions. Here is what to expect:

- Fall 2018:
 - Aggregate shoulders will be added in many locations across the subdivision, but primarily in areas that were reconstructed in 2018. Not all road shoulders will receive this treatment, it will primarily depend on the amount of height change between the road surface and the current shoulder area. Anything with a drop greater than about 1" will receive some aggregate.
 - Aggregate shoulders will extend approx. 1 to 2 feet past the edge of the road, with any further distance (in only a few locations) to be made up with top soil and grass seed.
 - A few high shoulders have been identified and will be addressed when the aggregate shoulders are installed.
 - Additional sweeping and trap rock clean-up
 - Culvert lining started last week and will likely complete this coming week.
 - Additional culvert and ditch construction started the 1st week of Oct and should be complete this week.
 - Depending upon weather, crack filling and spray patching may occur.
- Spring / Summer 2019:
 - On the roads reconstructed in 2018, low spots, some transitions, and touch-up A-1 seal coating will take place. This work will need to wait until the weather warms back up. This is a part of the existing road contract.
 - Some additional ditch/shoulder work may take place in select areas.

The parking ban is still in effect from 6 am to 6 pm Monday through Friday until further notice. This is to allow the contractor to shoulder operations.

New signage for all the speed bumps is in the planning stages and will be installed sometime this fall.

This will be the last "weekly" road update for 2018. Updates will be posted only as needed since most of the construction is complete.