



# PROJECT UPDATE

June 1, 2018

## Phase 1 *(see staging map on page 2)*

Stage 1 and Stage 2 (May –End of July)

### **Week of May 28 Recap**

- Completed utilities in the 20th Ave and Southview Blvd intersection
- Graded and paved 20th Ave and Southview Blvd intersection

### **Week of June 4 Activity**

- Watermain installation will begin at 20th Ave working eastward

Stage 3 (May –End of July)

### **Week of May 28 Recap**

- Stage 3 closed to all traffic Thursday, May 31.
- Tree and fence removals occurred

### **Week of June 4 Activity**

- Watermain work will occur on Monday. This involves a temporary water shutdown. Residents and businesses affected by this work received a paper notice on Thursday, May 31.
- Temporary water will begin being hooked up
- Milling and reclaiming, which involves grinding up the existing roadway, will occur

## Southview Center Parking Lot Reconstruction

Phase 1

### **Week of May 28 Recap**

- Phase 1 of the Southview Center parking lot is complete

### **Parking and Access Information**

During construction in a specific phase, the roadway will be closed to thru traffic but will remain open for residents and businesses to access their driveways. All north-south dead end intersections will also be maintained so residents and businesses may access their driveways. Access to individual driveways may be unavailable at times during working hours, but access will be restored each night. Traffic and transit stops will be detoured to Marie Ave during this time. The project contractor (Park Construction) will typically be working 7 a.m. to 7 p.m. Monday through Friday, with some Saturday work.

*Thank you for your patience throughout this process! Be sure to sign up for email updates at the project website. If you have any concerns, please contact the project hotline listed below.*

# Phase 1 Staging Map



Phase 1, Stage 1

Phase 1, Stage 2

Phase 1, Stage 3

**Project Hotline:** 612-619-6284

**Project Website:**  
[www.southviewblvd.com](http://www.southviewblvd.com)

