



WHITE BEAR LAKE *a City of Lakes & Legends*

MINNESOTA

2018 STREET RECONSTRUCTION PROJECT

TO: Residents in Project Area 8-01

FROM: Nate Christensen, Project Engineer

DATE: August 3, 2018

SUBJECT: **Bituminous Driveway and Apron Construction**
City Project No.: 18-01

Weather permitting, the contractor will be installing **full bituminous driveways** (for those residents participating in the Driveway Reconstruction Program) and **bituminous driveway aprons on Monday, August 6th and Tuesday, August 7th**. As a courtesy reminder, the contractor will knock on your door to let you know that they will be beginning work on your driveway. Please continue to have all vehicles you need parked outside of the construction area.

Please do not drive on the new bituminous driveways and aprons for at least 48 hours. The longer it cures, the better it is for the aprons and driveways. After 2 days, vehicles can be driven across the new asphalt; however, we recommend that you do not park on the new bituminous driveways and aprons for at least *5 days as the tires will leave imprints on new bituminous. We also ask that you take extreme care not to make sharp turns on the new bituminous.

** Please note, due to the nature of asphalt material, your driveway and apron may become softer in high temperature weather conditions throughout its lifespan. Vehicles, trailers, boats, etc. may cause indentations or marks if left parked on your driveway for extended periods during hot summer months.*

WARNING:

New asphalt is very hot (**approximately 300°F**) when placed. Parents should keep children and pets from walking or riding bikes on the new pavement until it cools. Please talk to your children and explain about the paving and that they should stay a safe distance from the construction equipment.

If you have any questions now or throughout the project or have special needs, please call the City's Engineering Department at 651-429-8531 or email our office at cvermeersch@whitebearlake.org.

Thank you for your cooperation.