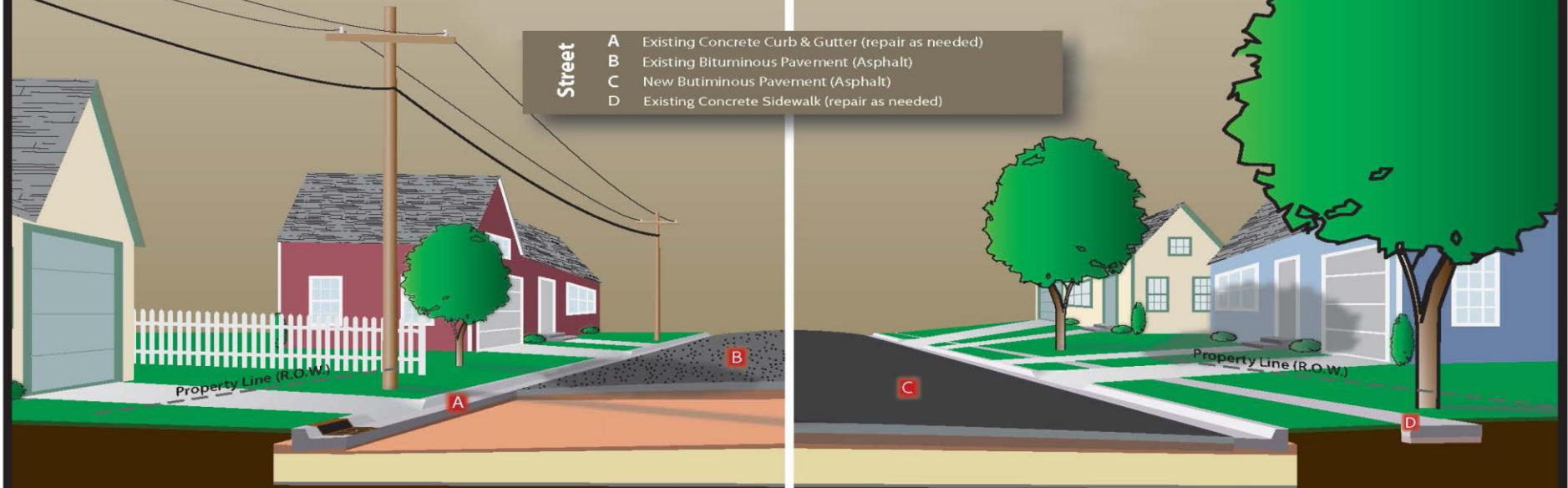


MILL AND OVERLAY PROJECT



A mill and overlay consists of the removal of the top layer (2") of the existing asphalt surface. The curb, gutter and sidewalks are repaired as needed and the lanes may be restriped, but the road width is not changed. Driveways and utilities are generally not altered or updated.

The existing milled surface is cleaned and repaired if needed. A new 2" lift of pavement is applied over the existing milled surface.

Safety

We are all attracted to construction machinery, and enjoy watching construction work, especially children. The construction crews are very safety conscious, and do their best to keep hazardous areas to a minimum. Trenches are not allowed to be open overnight, for example, and we encourage the contractors to backfill areas as they are completed, rather than at the end of the day. We ask that you keep your distance from construction areas and that parents stress to children that they can watch, but they must keep their distance as well.

Access

The City will have signage detouring and directing traffic around the major work areas. However, access will be maintained to all properties throughout construction. Traffic accessing properties within the work areas will encounter machinery and workers throughout the day. Access could be limited to your property for short periods (4-6 hours) when work is occurring in front of your property. When your driveway apron is replaced, you will not be able to use your driveway for 10-12 days while the concrete cures and gains strength to support vehicles. We ask that you use alternate routes or parking areas during this time.

What is a Mill and Overlay improvement project?

The City of Northfield has successfully utilized the mill and overlay process to rehabilitate streets for the past several years. A Mill and Overlay requires the removal of the top layer (2") of a street by the grinding action of a large milling machine. After the top layer is removed, a new layer of bituminous pavement is put in place.

Additional Work to be considered:

- New sidewalk installations
- Curb and gutter spot repairs
- Sidewalk spot repairs
- Installation of concrete pedestrian ramps as necessary, in accordance with the Americans with Disabilities Act (ADA)
- Bikeway Improvements
- Water main gate valve repairs
- Catch basin repair

What to expect

Noise, dirt, and inconvenience can be expected for most of the summer. The City will build a number of tools into the plans to minimize the impact of the project on the area.

Project Updates:

Project updates will be sent via the "NOTIFY ME" section on the City of Northfield Website. Please choose the "RECEIVE UPDATES" button on the City of Northfield home page at: <https://www.ci.northfield.mn.us/> and choose the "2020 Mill and Overlay Project" item. Residents can either choose to be notified via email or text message with project updates. We encourage property owners to sign up and receive the most up to date information regarding the project. The instructions for joining "NOTIFY ME" are located at the top of the "NOTIFY ME" webpage.

Dates to Note:

City Council Ordered Feasibility Study
August 20, 2019
Neighborhood Meeting #1
October 2, 2019
City Council Approves Feasibility Study
November 5, 2019
Public Hearing on Improvement
December 3, 2019
Order Improvement and Preparation of Plans and Specifications
December 3, 2019
Neighborhood Meeting #2
January 8, 2019
City Council Approves Plans and Specifications
January 14, 2019
Bid Opening
February 13, 2019
Assessment Hearing
May 5, 2020
Adopt Assessments
May 5, 2020
Construction
June – Oct. 2020

Project Website:

<https://www.ci.northfield.mn.us/1313/2020-Mill-and-Overlay-Project>

We thank you for your patience and cooperation through this project!



Please contact the Engineering Division with questions

You may contact **David Bennett**, Public Works Director/City Engineer, or **Sean Simonson**, Engineering Manager at 507-645-3020.

Helpful Information about Mill and Overlay Improvement Projects



**Public Works Department
Engineering Division**