

Canal Street Water, Sewer & Drain Project <u>Two Week Look Ahead: November 11th – November 22nd</u>

Administrative Tasks:

- City Engineer and Woodard & Curran reviewing project submittals.
- Project work hours: 7am 3:30pm. Canal Street will be open during non-work hours.

Projected Construction Activities:

Week of November 11 th	Contractor to continue installing storm drain improvements along the sides of the road working away from the Broadway/Ocean intersection on Canal Street. Traffic is anticipated to be alternating two way or constricted lanes. One construction crew is moving north on the east side of Canal St. (towards Laurel St. – ultimately working in the Laurel St. intersection), the second crew will be working at the Forest St. intersection. Entrances to businesses and adjacent roads may be impacted during the construction. Forest St. detour will be utilized if the nature of the work does not allow thru-traffic. Contractor will continue working on existing drainage conduit between St. Paul and Washington Street. Parking will not be allowed on either side of the road at or near the work zone. Traffic is anticipated to be two way with constricted lanes.
Week of	Contractor repairing multiple water and sewer main repairs along Canal Street.
November	Contractor to continue installing storm drain improvements along the sides of the road working away from the Broadway/Ocean intersection on Canal Street. Traffic is anticipated to be alternating two way or constricted lanes. See above for anticipated construction crew locations. Entrances to businesses and adjacent roads may be impacted during the construction.
18 th	Contractor will continue to work on existing drainage conduit between St. Paul and Washington Street. Parking will not be allowed on either side of the road at or near the work zone. Traffic is anticipated to be two way with constricted lanes.

Issue Date: November 8, 2013 Prepared For: Salem Chamber of Commerce and Canal Street Task Force Prepared By: Salem Engineering and Woodard & Curran

