MILL AND OVERLAY PAST QUESTION AND ANSWERS

What does this project include? The project includes milling of the pavement and then overlaying the surface with new pavement. This is NOT a complete reconstruction project and things will not be perfect when completed.

These streets are in such poor condition. Why isn't a reconstruction project planned? Reconstruction projects are extremely invasive projects that take the entire summer to construct and project costs would be about 7 times higher (including assessments).

Will I be charged for any of the costs of the project? Benefited properties will be assessed 40% of the actual project cost. The minimum assessed amount will be \$1,000 except that the total assessed amount exceed the actual project cost.

How can I pay for this assessment? Exact details of the payment options will be provided prior to the assessment hearing but the property owner has a number of options. Note: The standard interest rate for 2013 is 2.34% for assessments under \$5,000.

- Option 1-Full payment within 30 days of the assessment hearing with no interest
- Option 2-Full payment after 30 days of the assessment hearing but prior to November 15, 2013 with interest to the date of the payment
- Option 3-Full payment between November 15, 2013 and November 15, 2014. Interest on this option will be for the entire year regardless of when the balance is paid off.
- Option 4-Payment over the standard assessment term, which is 5 years. Payments would be included in your property taxes.
- Option 5-Partial prepayment within 30 days of the assessment hearing (minimum amount of \$100). The remaining balance would be paid under Option 4.

Will cracked or damaged curb be replaced with the project? Only curb and gutter that is in extremely bad condition will be replaced as determined by city staff. Curb that is to be replaced will be marked in the spring using pink paint.

What does the paint mean? Most of the paint in the area will be used for locating purposes. For example, blue paint in the boulevards is used to indicate where a water service to a home is located. Two exceptions are pink paint, which generally indicates concrete curb and gutter removals, and white paint, which generally indicates utility removals near a sewer manhole or watermain valve.

Will I be able to get in and out of my driveway during the project? For the utility work, the majority of the residents will not have a problem getting in and out of their driveway; the exceptions will be if work is done next to a sewer manhole or watermain valve, or if concrete curb and gutter will be replaced next to your driveway. For the paving operation, milling in front of a driveway generally takes about 20 minutes and paving may take up to an hour, but contractors in the past have been willing to work with residents to get vehicles in and out with minimal wait.

Will my driveway or boulevard be impacted? No, unless concrete curb and gutter is replaced or if there is a utility repair next to your property. Driveway patching or seeding would be included with the project.

How long will the project last? The project is expected to last a couple of months.

There is standing water in the street, will this be corrected? Standing water in the asphalt will likely be corrected with this project but water in the curb line may not be corrected although each case could be reviewed.

How long will the new street last? It is estimated that the new street will last 7-10 years, if not longer. The city's first edge mill and overlay project was in 2005 on streets that were in similar condition to the streets in this neighborhood. Those streets are still performing very well.

Will there be maintenance on the streets once the overlay is completed? Yes, the city will come back in one to two years to seal cracks in the roadway (cracks in asphalt are common on any project).

Who should I contact if I have questions now or during construction? You may contact the Engineering Division at (763) 509-5500 or engineering@plymouthmn.gov for any questions about the project.