

## City of Auburn, Maine

Engineering Department www.auburnmaine.gov | 60 Court St. Auburn, Maine 04210

March 1, 2017

Dear Sir or Madam:

The City of Auburn will be advertising for bid the reconstruction of streets during the 2017 construction season in the following location:

• Lake Street- Court Street to Gamage Avenue

The extent of work includes new stormdrains, gravel base, pavement, curbing and sidewalks. We strive to complete all work with minimal impact and inconvenience to property owners and to achieve both a functional and aesthetically pleasing project.

Since your property abuts one of these streets, we are required by <u>State Law</u> to inform you that <u>once your street is surface</u> paved, no pavement cuts or street excavations will be permitted for a period of five years, except where public health and <u>safety require the street be opened</u>. (<u>This will remain in effect should your property be transferred to a new owner within the consecutive five years</u>). These restrictions are necessary to preserve the new street surface. Without this protection, the street would deteriorate much more rapidly resulting in increased municipal expenditures.

Therefore, if you anticipate developing or improving your existing lot, which might require new or improved water services, sewer laterals, services for natural gas, or other subsurface installations which would require that the street pavement be cut, please schedule these improvements as soon as possible. If you have any questions or concerns regarding the project, please do not hesitate to contact me at 333-6601 x 1134 or via email at <a href="mailto:kbennett@auburnmaine.gov">kbennett@auburnmaine.gov</a>

You are encouraged to attend a public meeting to review and discuss the proposed project on Thursday, March 16<sup>th</sup> @ 5:30PM, Community Room, Auburn City Hall.

Also, please see the reverse side of this letter for information on how you can help us keep our City's water clean.

Sincerely,

Kris Bennett, PE Project Engineer