

# King Street Paving

## Maintenance Improvement Project



**T&ES**

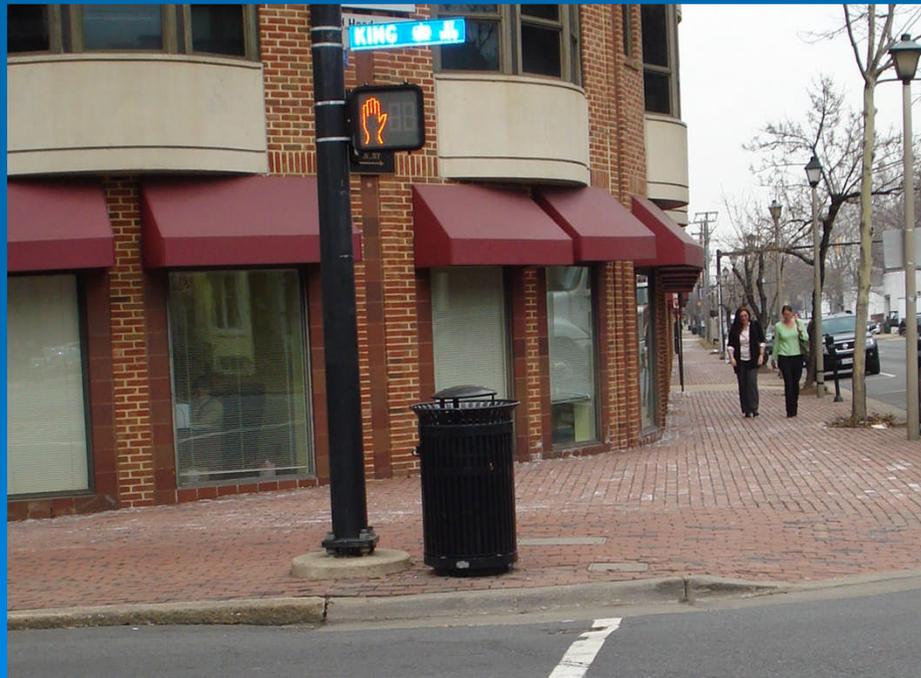
**April 06, 2011**



# Meeting Objective

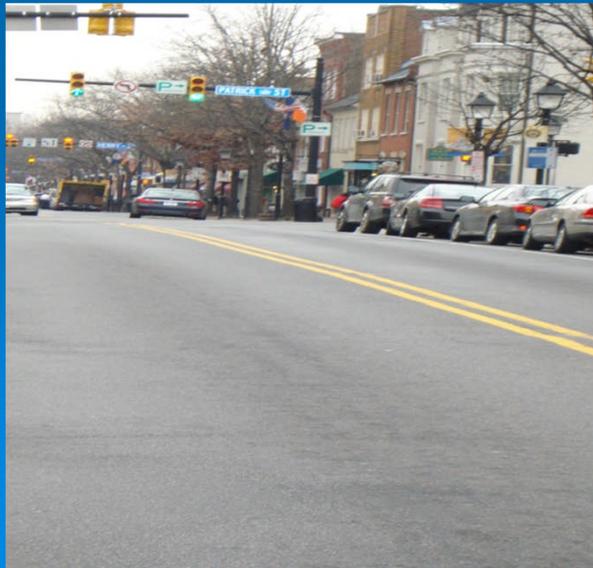
## 1. Meeting Objective

- Discuss scope, schedule, and impacts during maintenance paving project



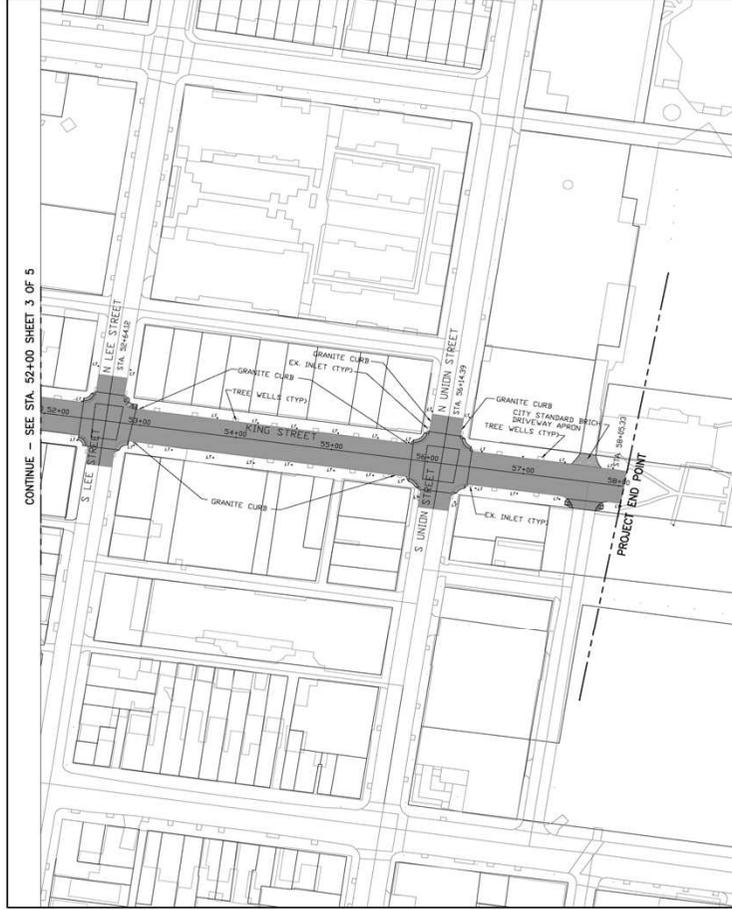
# Scope:

- Maintenance improvement project to improve the curb & gutter, ADA accessible ramps at crosswalks, and resurface pavement from Strand Street to King Street Metro
- Concrete Improvements from Strand Street to Saint Asaph Street
- Resurfacing from Strand Street to King St. Metro





# - Project Limits in Plan View II



## King Street Paving Phase II



**CITY OF ALEXANDRIA, VIRGINIA**  
 Transportation & Environmental Services  
 P.O. Box 177  
 Alexandria, Virginia 22313

GEOMETRIC LAYOUT

PROJECT NUMBER: RF - DATE: 03/10  
 DESIGN NUMBER: 15 - DATE: 03/10  
 CAD NUMBER: 15 - DATE: 03/10

REVISIONS  
 INITIALS  
 DATE

Scale: 1"=50' Project No.

Sheet 4 of 5

# PRESERVE HISTORIC ELEMENTS



# Schedule

- Project scheduled to begin in last week of March 2011 starting with concrete improvements, such as replacement/repair of necessary curb & gutter and ADA curb ramps to meet current standards. Duration is 6 to 8 weeks.
- Milling, paving, & striping activities scheduled to follow concrete work. Duration is 2 to 3 weeks.
- All construction activities are weather permitting.
- Work hours: Concrete work; M-F 7am – 6pm. Paving Su – Th; 8pm – 6am



# Mitigation Efforts

1. Access to businesses maintained at all times
2. Work staged to minimize disruptions to on-street parking
3. Minimize impacts to outdoor dining
4. “Business Open During Construction” signage



# Communication

Refer to other communication sources for regular updates:

1. E-News – [enews.alexandriava.gov](http://enews.alexandriava.gov)
2. Facebook - [www.alexandriava.gov/facebook](http://www.alexandriava.gov/facebook)
3. Twitter – [www.alexandriava.gov/twitter](http://www.alexandriava.gov/twitter)
4. City's Website – [www.alexandriava.gov](http://www.alexandriava.gov)

THANK YOU!

# DISCUSSION