



## **Hantsport Street & Sidewalk Upgrades**

CAPITAL IMPROVEMENT PROJECT

The Municipality of the District of West Hants has awarded a contract to Dexter Construction to rehabilitate the Street and Sidewalks on Davison Street, Oak Street and Cherry Lane in the community of Hantsport. This scope may be expanded to include additional roads and/or sidewalks, as capital budget permits. The scope of work includes the following plan:

1. Sawcut the edge of the roadway, excavate and remove existing curb and sidewalk on both sides of the street;
2. Place base and install new concrete curb along both sides of the street;
3. Place base install new 1.5-meter wide concrete sidewalk along the West side of both Davison and Oak Streets, and along the East side of Cherry Lane to the post office;
4. Cold plane existing roadway;
5. Grade roadway with existing material;
6. Reinstate driveway aprons on back side of curb and asphalt at the face of the new curb;
7. Tack coat and re-pave roadway;
8. Reinstatement of lawns along the street (to be performed by WH Public Works staff).

### **Schedule:**

Construction is scheduled to be completed before the end of June. Hours of work will generally be weekdays from 7 am to 7 pm. While construction is ongoing, the work area will be limited "local traffic only" and will require detours during work hours, causing some minor delays. It is anticipated that full traffic control personnel will not be utilized for the project, however road barriers will be monitored during work hours.

### **Communication/Contacts:**

The Municipality encourages open communication during construction projects, particularly in areas adjacent to your property. On site personnel will make every effort to keep residents informed and advised of scheduled interruptions for driveway access, whenever possible. We appreciate your understanding and patience. If you should have any questions or issues, please contact Karrie at Public Works, 902-798-8391 x125, [kritchie@westhants.ca](mailto:kritchie@westhants.ca).