

February 20, 2015

Construction activities on 32nd Avenue West February 23 – February 27, 2015

King County's contractor, Walsh Construction, will continue to install an underground structure on 32nd Avenue West that will transfer diverted flows from existing sewer lines to the recently installed gravity sewer pipeline. The new 3,000-foot sewer line is one part of a new combined sewer overflow (CSO) control facility in Magnolia that will help reduce overflows of stormwater and sewage to Puget Sound during heavy rain storms.

This week, crews will continue constructing the new underground diversion structure located near the detour on 32nd Avenue.

- Work will include completion of the shoring system through the end of the week.
- Walsh is currently developing a bypass plan for the existing pipe through the diversion structure. Construction of the detour should take place at the beginning of March.

King County would also like to remind neighbors to refrain from parking along the eastern corner of 32nd Avenue West and West Galer Street. The corner serves as a critical catch basin for stormwater runoff. The corner is currently marked off by the contractor as a no parking zone, but continued parking in that area has resulted in damage to erosion control measures. The presence of a fire hydrant at the corner also prohibits parking within 15 feet, per Seattle Municipal Code. Please observe instructions on all posted signs.

What you can expect during this work

- Work hours 7:00 a.m. to about 5:00 p.m. Monday -- Friday.
- Expect increased construction activity and noise during shoring installation.
- Flaggers will direct traffic around moving equipment when necessary. Please drive slowly in the work area and watch for signs and flaggers.

Questions or Concerns? Contact our 24-hour construction hotline at

206-205-0968 and leave a message. We will return your call.

For more information, visit <u>www.kingcounty.gov</u> and search "South Magnolia CSO".

ALTERNATE FORMATS AVAILABLE: 206-477-5371 / TTY Relay 711