



TOWN OF BROOKLINE

Massachusetts

DEPARTMENT OF PUBLIC WORKS Engineering & Transportation Division

August 24, 2020

Andrew M. Pappastergion
Commissioner
Peter M. Ditto, PE
Director

WINCHESTER STREET CONSTRUCTION NOTICE

Construction Begins Monday, August 31, 2020

Dear Winchester St Neighbor,

On Monday, August 31, the Town's contractor, Charles' Construction Co, Inc., will mobilize to Winchester Street and begin construction activities.

Project Details

- Create curb bumpouts to increase pedestrian safety.
- Full Reconstruction of Roadway Surface.
- New ADA compliant sidewalks where necessary.
- Limits of work: Winchester Street from Fuller to Beacon.

Project Schedule

- The project will take approximately 1-2 months to complete
- Tuesday, August 25, crews will be prepping and applying tree protection.
- The next week, crews will begin excavating asphalt and sidewalks and setting curb from Fuller St to Williams St.
- Crews will move down the road in increments to help with traffic control.
- Once sidewalks and curb has been set all the way down, Charles' will put down new asphalt on Winchester.

What to expect during construction

- General work hours will be 7 AM to 3 PM, Monday – Friday.
- "No Parking" signs will be posted at least 24 hours in advance of construction; please be sure to check posted signs for exact dates and times.
- When work occurs directly in front of driveways and/or entryways, the contractor and police details will coordinate access directly with residents and businesses.
- Emergency vehicles will have access at all times.
- Parts of Winchester Street will be closed at various times due to the construction. Police details will be on site to assist traffic and pedestrians.

Information and Assistance

- If you have any questions about this work, please do not hesitate to contact the Project Manager, Brandon Gentile, at (617) 730-2691 / bgentile@brooklinema.gov

Thank you in advance for your patience during construction. We hope you enjoy these improvements once they are completed.