

Braemar Hills 'B' and 'C' Neighborhood Roadway and Utility Improvements

September 9, 2011

RE: 2013 Roadway and Utility Improvements

Dear Resident:

The City of Edina has initiated the process of roadway and utility improvements for the summer of 2013 for your neighborhood. The first step is to have an open house to familiarize you with the City's process for street reconstruction.

You are invited to attend an open house on Thursday, September 22, 7:00 p.m. at the Public Works and Park Maintenance Facility, located at 7450 Metro Boulevard. The meeting will consist of a short presentation starting at 7:15 p.m. with question and answer to follow. The presentation will cover topics such as "How are streets selected for reconstruction; Who funds the project; Special assessment; What can I expect during construction; How can I stay informed." Please keep in mind that this meeting will not cover project specific details, that meeting will come at a later time.

The exact amount that you will be assessed for this project will not be available in time for the open house; however, based on past projects, you can expect the amount to be between \$6,000 to \$9,000.

To better communicate the overall happenings of the project, the City has introduced the City Extra e-mail notification service. This service is free and allows individuals to sign up to receive e-mail messages from the City on a variety of topics. To sign up for the service go to the City Extra website at <http://cityextra.cityofedina.com> and place a check mark in the box next to your neighborhood project name (**Braemar Hills 'B' and 'C'**). Please contact the City at 952-927-8861 if you are having trouble signing up for City Extra.

If you cannot attend the open house and have questions on the process please contact either Assistant City Engineer Jack Sullivan at 952-826-0445 or email at jsullivan@ci.edina.mn.us or Project Manager Jamie Cynor at 952-826-0440 or email jcynor@ci.edina.mn.us.

Sincerely,

Wayne D. Houle, P.E.
Director of Public Works/City Engineer