Alpha Paving has notified the Village that due to the upcoming drop in temps early next week they need to be cognizant of the weather with this particular material and thickness. Alpha Paving has re-scheduled roadway maintenance to begin Tuesday, April 22. Same process, same streets, same days of the week, same timing from start to finish - only the dates have changed!

**The crews will work 9am to 4pm.** Help us make sure we get roadway maintenance complete by no parking on roadways and be helpful to road crews by also not parking in right of way while crews are active and working on your street.

If you have any questions, call the Village office (512)267-5511 opt 1.

## Schedule of Work:

Week One	Streets	Notes
Tuesday April 22	all roadways milling performed	need cars off roadway and ROW
	Summit Ridge Dr (Staghorn to Venture Dr)	roadway base repairs
	Champions Circle	roadway base repairs-two locations
	Lakepoint Cove (at Lakeland)	roadway base repairs
		roadway base repairs-two locations coming
	Lakeland Dr	down Lakeland to Venture Blvd S
Wednesday April 23	complete roadway milling	need cars off roadway and ROW
	Cedar Dr	overlay
	Deckhouse Dr	overlay
	Augusta Circle	overlay
	Lakeland Drive	overlay-from Venture Dr to Augusta Cr
Thursday April 24	Lakeland Drive	overlay-from Augusta Cr to Lakepoint Cove
	Lakepoint Cove	overlay begins
Friday April 25	Lakeland Drive	overlay complete street
	Lakepoint Cove	overlay complete to POA complex
	Augusta Dr N	overlay
	Summit Ridge Dr	overlay-Staghorn to Venture Dr
	Venture Drive	overlay-August Dr N to Valley Hill
WeekTwo		
	Champions Circle	eventer.
Tuesday April 29		overlay
	Masters Cove	overlay
	Champion Cove	overlay
	Burning Tree Cr Masters Circle	overlay
		overlay
	Augusta Blvd	overlay
Wednesday April 30	Valley Hill	overlay-to Summit Ridge
	Southwind Rd	overlay-to Summit Ridge
Thursday May 1	Valley Hill Dr	overlay complete roadway
	Southwind Rd	overlay complete roadway
	Venture Dr/Venture Blvd N	overlay-Valley Hill to entrance of PV
Friday May 2	stripping roadways and clean up	

## Map:

