



NEWS PACKET

DELTA HIGHWAY OVERLAY PROJECT MAY - JULY 2006



ODOT Contract #13225 (Key #13432) - \$1,445,686

Introduction

Lane County is gearing up for a preservation project on Delta Highway. Delta Highway is a major arterial in the metro area and any construction activity that may impact traffic is significant.

Lane County Public Works is providing, through this document, information to news organizations in the metro area to advance details of the project. We will continue to provide information as the project progresses.

The Delta Highway Overlay is a high profile construction project that will provide a new driving surface along the entire length of Delta Highway from I-105 to Beltline Road. Lane County will enhance communications with the media (and public) through collaborative community partnerships such as Lane Council of Governments (LCOG) and Commuter Solutions. We will be taking advantage of existing information and communication tools established through the Keepusmoving network. Utilizing these tools will maximize our outreach effectiveness, minimize costs and reinforce with area travelers the tools they can use to make their drive easier.

Delta Highway Overlay Project Overview

The overlay project will establish a new driving surface along the entire length of Delta Highway in both directions. The last major preservation effort on Delta Highway occurred in 1990 with an overlay of the southbound lanes. Recent traffic counts indicate more than 20,000 vehicles a day use Delta Highway.

To give the contractor (Morse Bros., Inc.) room and time to conduct this work, traffic through the project area will be restricted during working hours. The contract establishes that no lane closures, including on and off ramps, shall occur between 6:00 a.m. and 7:00 p.m. If any closures occur outside of these times, a fine will be imposed on the contractor in the amount of \$500 per 15 minutes of closure.

The project is partially funded by Metropolitan Planning Organization (LCOG) Surface Transportation Program (STP) funds in the amount of \$632,500 with the remaining funding to come from the Lane County Public Works Pavement Fund. The awarded bid price is \$1,445,686.

Construction Schedule and Phasing

In general, the project requires the use of a roto-milling machine to grind off specific portions of the road surface, and then inlay the grinded portion with new asphalt.

Ramp work has been split up into 9 separate Work Zones along the project. The contractor is allowed to close affected lanes within each Work Zone subject to the time restrictions as specified and the following maximum durations for each Work Zone:

- Work Zone #1 – Delta - Beltline Interchange (12 nights)
- Work Zone #2 – Delta southbound on and off ramps to Goodpasture Island Road (5 nights)
- Work Zone #3 – Delta northbound on and off ramps to Goodpasture Island Road (5 nights)



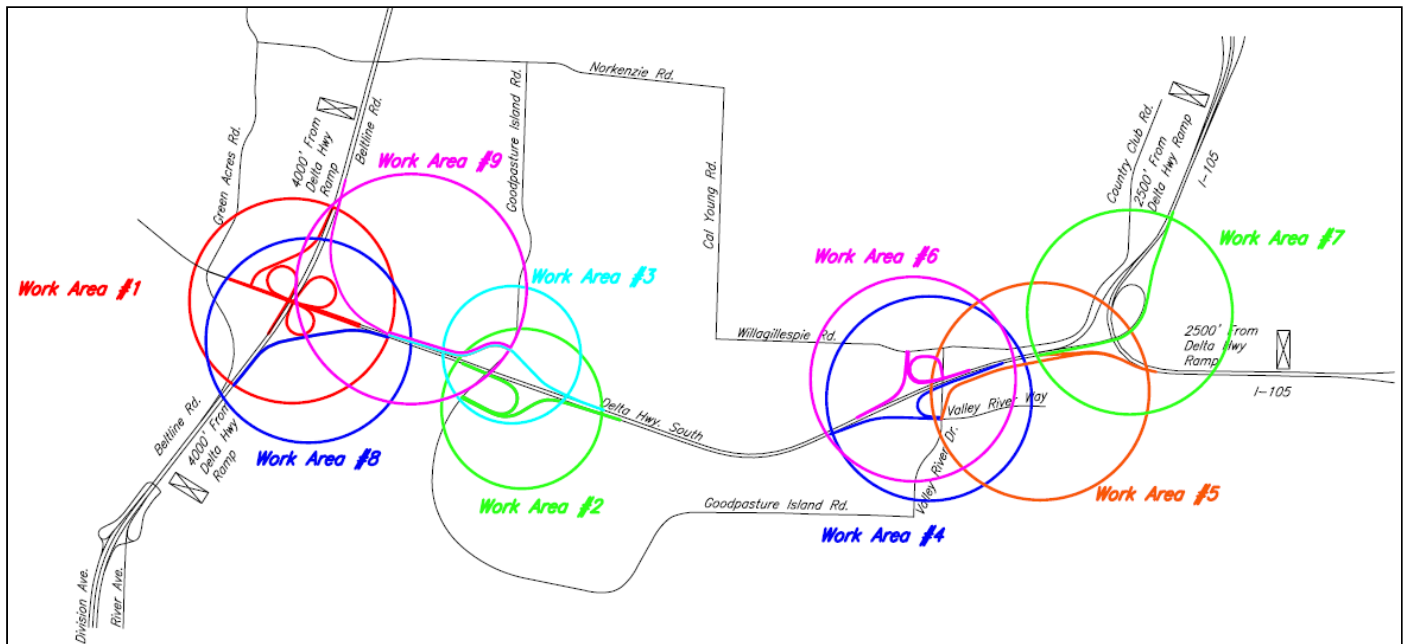
- Work Zone #4 – Delta southbound on and off ramps to Valley River Drive (7 nights)
- Work Zone #5 – Valley River Drive and Delta southbound off ramps to I-105 westbound (11 nights)
- Work Zone #6 – Delta northbound on and off ramps to Valley River Drive and Willagillespie Road (7 nights)
- Work Zone #7 – Delta southbound to I-105 eastbound (3 nights)
- Work Zone #8 – Beltline eastbound to Delta southbound (2 nights)
- Work Zone #9 – Delta northbound to Beltline eastbound (3 nights)

Closures outside of the above listed durations will not be allowed without prior authorization from the Engineer.

The contractor will have control over the work schedule, however the contract stipulates that the following Work Zones shall not be closed concurrently:

- Zones #1 and #2
- Zones #1 and #8
- Zones #1 and #9
- Zones #2 and #4
- Zones #3 and #6
- Zones #4 and #5
- Zones #4 and #6
- Zones #5 and #7

Figure 1 – Work Zones



FAQ's

How Do I Get Information On The Project During Construction?

There are several sources of project information:

- www.lanecounty.org/RoadMaint/Deltaoverlay.htm - this website is Lane County's page for this project. Go here to get current information.
- **Portable Changeable Message Boards** - In the project vicinity there will be large message boards alerting drivers about upcoming lane closures or ramp work.
- www.keepusmoving.info - a one-stop source for travel information in the Eugene-Springfield area. Information for this and other projects are continually updated and information on transportation options are also available.
- **Metro Phone Hotline - 984-8484** - call this number to hear updated recordings on project information on this and other major construction projects in the Metro area.
- **Highway Advisory Radio - 1660 AM** - similar to the Metro Phone Hotline in that recorded updates of project information can be heard by tuning in.

Working at Night ... Will It Be Noisy?

The project requires the use of a roto-milling machine to grind off specific portions of the road surface, and then inlay the grinded portion with new asphalt. Other typical construction noise includes back-up horns from trucks as they maneuver their loads. This is often a noisy process and unfortunately the work must be done at night to keep traffic moving by day.

Please be patient. We understand the frustration this may cause, but there is just no other way to accomplish this project in the time allotted and with the desire to minimize impacts during peak traffic hours and still keep the noise down.

Is Lane County Adding Travel Lanes?

As this is strictly a pavement preservation project, no travel lanes or additional width will be added to the pavement surface.

Will There Be Impacts To The Delta Ponds Wetland Area?

No. As stated above, the construction will be limited to the existing pavement surface. However, erosion and sediment control devices will be used in the roadside ditches to protect sensitive resources.

Is Lane County Going To Build A Sound Wall Along Delta Highway?

There are no plans for a sound wall along Delta Highway.

What Are My Alternatives For Travel Around The Construction?



For tips on getting around, log on to www.KeepusMoving.info .

OR

Take these alternate routes:

