

Saw cut of the asphalt

- Saw cut will be 1 foot wider on all sides of road excavation.

ROW

- Everything in the ROW should have slurry/flowable fill as the material for the backfill.
- Use slurry 2-3 ft past the edge of the pavement to maintain support for the pavement.
- When possible, let the trench settle for a period of 2 weeks. When that is a part of the plan, fill the trench to the level of the existing asphalt.

Pavement replacement

- Pavement be replaced with the same thickness of the existing pavement or add an inch.
- Example: Repave roads with 4" of hot mix asphalt in 2 lifts. If it is a small cut and shallow, it could be done with 1 lift.
- If hot mix is not available, cold patch can be placed and then replaced once hot mix is available.
- Completed patch should be smooth and not inhibit driving speed in any significant way.

Safety

- Contractor is responsible for all traffic control, signage, and keeping the work zone safe for residents.

Restoration of grass or landscape

- Contractor will be responsible for preparing the area and adding any topsoil needed to create a seedbed for new seeding. Depending on the area and how much sun it gets will indicate what type of grass seed is needed to be planted.

All work to be performed under the HLPRD ROW Permit Program shall require minimum \$1,000 bond and may be greater per discretion of HLPRD Board.

HONEY LAKE PROTECTION AND REHABILITATION DISTRICT ROAD AND RIGHT OF WAY PERMIT PROGRAM

FEE SCHEDULE	FEE
Right of way Excavation Permit	\$ 75.00
...Single Address, base fee	\$ 50.00
.....Plus fee per square foot	\$ 20.00
.....Plus per lineal foot for boring	\$ 0.60
...Multiple Addresses, base fee	\$ 75.00
.....Plus fee per square foot	\$ 20.00
.....Plus per lineal foot for boring	\$ 0.60
Right of way Excavation w/o a permit	Double fees
Driveway Permit, land adjacent to Village highway - New	\$ 100.00
...Permit amendment	\$ 50.00
Driveway Permit, land adjacent to state or county highway - New	\$ 25.00
...Permit amendment	\$ 15.00
Pavement Bond	\$ 5,000.00