



TOWN OF BROOKLINE

Massachusetts

DEPARTMENT OF PUBLIC WORKS

Engineering & Transportation Division

June 28, 2021

Erin Chute Gallentine
Commissioner

Robert King
Director of Engineering

TEMPORARY PARKING PERMIT

ROADWAY PAVING

WINCHESTER STREET - PUBLIC NOTICE - UPDATE

Dear Winchester Street resident:

Due to intense heat Wednesday(6/30), paving operations have been postponed to Thursday(7/1).

On **Thursday, July 1st, 2021**, ***WEATHER PERMITTING***, the Town's contractor, Charles' Construction, will be **PAVING** Winchester Street between **Fuller Street and Beacon Street**.

In order to expedite asphalt paving of the top course on July 1st, the contractor will remove asphalt ramps up to the driveways on Wednesday, June 30th. If all proceeds smoothly, this will be the final paving of Winchester Street.

If you need to use your vehicles during the day Wednesday or Thursday, please move them out of your driveway and off the street by 7 AM Wednesday morning. Removal of driveway ramps will take place starting at 7 AM Wednesday. Paving will begin at 7 AM Thursday. Vehicles will not be allowed on the street during the paving (Thurs.) until work is finished. Winchester Street and driveway access will be reopened Thursday afternoon/evening. Brookline police details will be on hand, as necessary to assist abutting residents with any implemented traffic detours or parking restrictions.

This notice can be used as a **TEMPORARY PARKING PERMIT** for residents who are unable to move their vehicles during the hours of construction. To use this as a parking permit, residents must place this notice underneath the driver side windshield of the car and **park on an abutting street**. Brookline Police have been notified.

For further information on this project please contact the Town of Brookline's Project Engineer, Brandon Gentile, at bgentile@brooklinema.gov or at 617-730-2691. We thank you in advance for your patience and cooperation during these necessary roadway improvements.

Sincerely,
Brandon Gentile
Civil Engineer