



CHANNEL DISTRICT IMPROVEMENTS PROJECT

SEPTEMBER 2024




NOTICE TO RESIDENTS

As part of the Channel District Improvements Project Phase C1: East Twiggs Street, all eastbound and westbound traffic lanes will be closed on East Twiggs Street between North Meridian Avenue and North Nebraska Avenue beginning at 9:00 p.m., Friday, October 4, 2024, and continuing until 4:00 a.m., Monday, October 7, 2024. During this time, construction crews will be tying into a new water main pipeline and capping an existing line. The ongoing closure of eastbound East Twiggs Street between West Meridian Avenue and North 12th Street will continue.

ABOUT THE PROJECT




The Channel District Improvements Project will provide improved pedestrian access; upgrading of water, wastewater, and stormwater utilities; streetscaping (lighting and landscaping); the addition of on-street parking and sidewalks; and street furniture throughout the district.

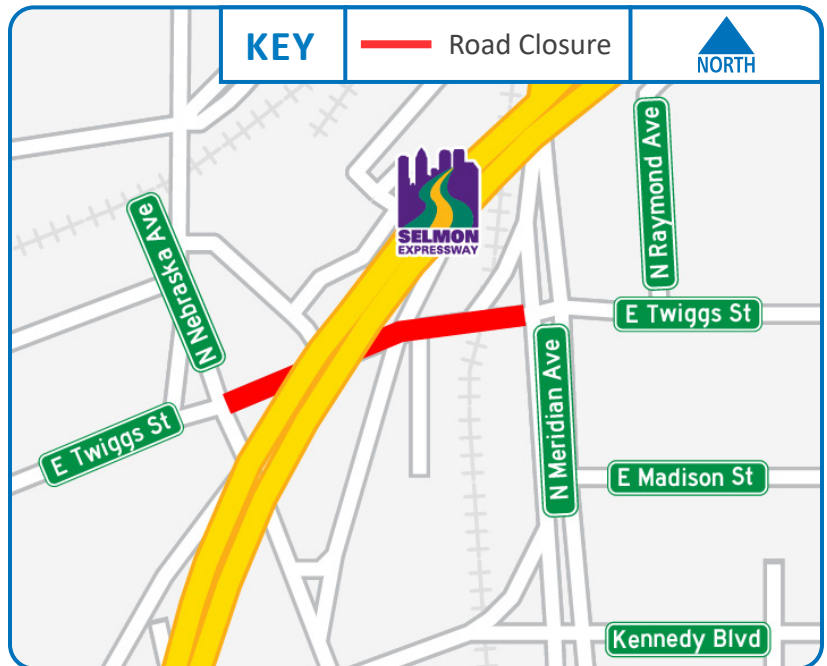
WHAT TO EXPECT DURING CONSTRUCTION

-  Staging equipment and materials in public rights of way
-  Occasional short interruptions in water service during work hours
-  No interruptions to other utility services, waste collection or mail are anticipated

PUBLIC SAFETY

While we make these improvements to our community, bicyclists, pedestrians, and drivers should:




-  Avoid crossing through the construction zone
-  Watch for materials, trucks, and construction equipment operating in and around the construction area
-  Wait for flaggers to signal that it is safe to proceed through the work zone



CONTACT US

For questions or concerns, please contact the community outreach team. Stay up to date with project information by scanning the QR code to download the mobile app.



-  (813) 774-3246
-  Info@ChannelDistrictProjects.com
-  www.ChannelDistrictProjects.com

Your cooperation and patience are greatly appreciated as we make these community improvements.