



PLACERVILLE DRIVE PEDESTRIAN CONNECTIVITY PROJECT

CIP # 42337

CONSTRUCTION UPDATE #4

Week of October 10, 2025

Hi Everyone!

This is our weekly update to the community regarding the Placerville Drive Pedestrian Connectivity Project. Construction started on Friday September 19, 2025, and these updates will continue to be sent via email to any interested parties and posted on the City of Placerville's website to keep the community up to date on the status of this project. Thanks in advance for everyone's understanding and patience during construction.

Current Period

- Daytime work for the upcoming week will include **(weather dependent)**:
 - Continue with subgrade preparation and aggregate base placement for concrete operations
 - Form and pour driveways, curb, gutter and sidewalk
- **Businesses near the project site and their access will remain open during all stages of construction.**

Following Period

- **DAY WORK** – Daytime work operations will include **(weather dependent)**:
 - Continue with subgrade preparation, and aggregate base placement for concrete operations
 - Continue forming and pouring the curb, gutter, sidewalk and driveways
 - Start demolition, grading and asphalt placement for back of driveway conforms
 - Complete the chain railing, posts have been installed
- **NIGHT WORK** – No night work planned for this period

Important Information

Traffic control measures will be in place to direct vehicles and pedestrians through the work areas, but there may be some minor delays. Traffic will be shifted to the east side of Placerville Drive as the Contractor works on the west side of the project.

Contacts

Dion Carr, Resident Engineer, Dewberry, (916) 276-4721, dcarr@dewberry.com

Melissa Savage, City Engineer, City of Placerville, (530) 642-5250, msavage@cityofplacerville.org

Please feel free to contact us directly with any questions or concerns.

Thank you!



PLACERVILLE DRIVE PEDESTRIAN CONNECTIVITY PROJECT CIP # 42337

Installing posts for chain railing



Pouring Driveway



Thank you!