

WEEK **05**  
August 5, 2022

Project Updates by:

Kevin Bons/ Project Manager  
Office 920-751-4200  
[kbons@mcmgrp.com](mailto:kbons@mcmgrp.com)

Mike Wright / Onsite Rep  
[mwright@mcmgrp.com](mailto:mwright@mcmgrp.com)

# Project Update

## Village of Belgium - 2022 Storm Sewer & Street Reconstruction

### NOTE TO INTERESTED PARTIES:

Additional Project information at [www.mcmgrp.com](http://www.mcmgrp.com) under RESOURCES\In Construction...select the Belgium-2022 Storm Sewer & Street Reconstruction project. You can also get project Tweets by following <https://twitter.com/McMBelgium>

### Week of August 1 - 5

Soper Sewer and Water has halted installing storm sewer on Elevator Lane due to conflicting gas utilities. Work in the storm sewer easement east of the railroad tracks was completed. The removal and grading crews have finished pavement removal on Park Street and are close to finishing on Elm Street. Pond excavation has been completed in the Elevator Lane pond. An additional crew has been installing mini storm sewer and storm laterals to each individual property.



### NOTES TO PUBLIC

The crews are now spread throughout the project working on many different utilities and excavations. Please drive with caution in construction areas. Contact the McMahon on-site representative or Soper with any concerns or special needs within the project area. Please be mindful of all workers in the construction zones.

### Looking Ahead to Next Week:

Crews will continue to install storm sewer on the west side of the project. The removal and grading crew will begin excavation and placing stone for the road base on Park Street and Elm Street.

### Future Schedule:

Soper crews are looking to complete the storm sewer installation for the project in the next weeks ahead. Once all storm sewer is completed, the removal and grading crews will continue with removing the roadways and prepping for new curb, gutter, and pavement. Concrete and paving crews will be moving in soon to start the restoration of the roadways.