













CRgov.com/MeadowsParkway

## Meadows Parkway FAQs

- What work is being done along Meadows Parkway?
- A smoother drive is coming to Meadows Parkway. Starting in late May, the portion of the roadway between U.S. Highway 85 and Prairie Hawk Drive will be fully reconstructed. Crews will remove the concrete road and replace it with asphalt.
- Why is the Town working on Meadows Parkway?
- This portion of Meadows Parkway was built more than three decades ago. It has reached the end of its life. When this work is complete, your drive will be smoother.
- As a driver, what can I expect? Will the road ever be closed?
- The Town will maintain at least one lane of traffic in each direction during construction. However, drivers are asked to allow themselves extra travel time and consider alternate routes such as North Meadows Drive, Coachline Road or Prairie Hawk Drive.
- Q: How long will construction take?
- To take advantage of the schools' summer break, construction is expected to start May 29 and last through mid-August. All construction schedules in Colorado depend on weather. We appreciate your patience.
- What is the best alternate route?
- Try out some of these alternate routes before construction starts to see which one best fits vour needs:
  - □ North Meadows Drive connects to U.S. 85 and then to I-25 as Castle Rock Parkway. It's also a good route to the Outlets at Castle Rock and the Promenade at Castle Rock. (For the commute home, the Town will add a dedicated right-turn lane from N. Meadows Drive to Butterfield Crossing Drive.)
  - □ Coachline Road connects to Wolfensberger Road and then to I-25. It can also take you to Plum Creek Parkway and on to I-25.
  - □ Prairie Hawk Drive connects to Wolfensberger Road and then to I-25.
  - □ **Red Hawk Drive** connects to Wolfensberger Road, which will get you to I-25.

- l: How will emergency services access the hospital?
- Town road crews are working with emergency crews and Castle Rock Adventist Hospital to ensure access remains and emergency response times are minimally impacted. The best alternate route to the hospital for visitors is to use Castle Rock Parkway.
- Q: Will business access be maintained?
- Yes! Crews will maintain access to area business. However, construction can impact your usual route, so please pay attention to posted detours. It's always important to shop local, but especially during construction.
- Can I still access the Plum Creek trailhead and park in that parking lot?
- Yes! Road crews will do their best to maintain access, and the parking lot will be available during most of construction. There will be a time when crews have to repair the concrete at the entrance to the trailhead parking lot when temporary closures will be necessary. Please stay tuned to message boards and detour signs in the area. Plus, sign up for email updates at CRgov.com/MeadowsParkway.
- 0: What is the cost of the project, and how is it funded?
- This project is budgeted for \$2.5 million. Of that, \$1.3 million is coming from a federal grant, which was administered to the Town through the Denver Regional Council of Governments and CDOT. The rest is funded by the Town's Transportation Fund, which includes revenues from sales tax, motor vehicle tax and building use tax.
- Q: Will there be night work?
- The Town has authorized night work for this project. The contract for the project is for 75 days, and the contractor may use night work to make up time due to weather or other unforeseen impacts.
- Q: Why can't all the work be done at night so all lanes can be open during the day?
- A: Night work is often less safe for the construction crews and increases the overall cost of a project. The 75-day schedule with daytime work (and night work when needed) is the most efficient and cost-effective way to perform this work for the traveling public.
- Q: What about Butterfield Crossing Drive? When will that be repaired?
- 2019. The Town is planning reconstruction work along Butterfield Crossing Drive as part of neighborhood work planned in The Meadows in 2019.





