GAPOA Road Projects

This report does not identify start date or gravel conditions, which will be advertised when available. Due to weather conditions and contractor/equipment availability, this schedule is subject to change.

Road	Project	Status	Assigned	Date Updated	Comments
GARN	Remove edges;Correct Slope;Clear Ditches, Add Gravel	Priority	Contractor	9/16/2022	From High View to High Ridge
GARN	Add Gravel	Not started	Roads Manager	9/16/2022	From High View to Stop Sign
GARS		Completed		7/12/2022	
GARS	Some spot grading and add Gravel	Not started	Roads Manager	9/16/2022	
Steep Dr	Ruts created by improper driveway drainage	Postponed	Roads Manager	9/16/2022	
Marc's Pl	Top East Side Ditch/Drainage	Not started	Contractor	9/16/2022	
Stephanie St	Gravel	Not started	Contractor	9/16/2022	
Stephanie St	Culvert Pipe at bottom possible replacement	In progress	Roads Manager	7/12/2022	Culvert Cleared, Catch Basin created, Marked with Safety Posts
Lisa Ln	Top Drainage	Being Reviewed	Roads Manager	9/16/2022	Boats and Trailer blocking proper drainage
Mallard Ln	Grading and Gravel	Not started	Contractor	9/16/2022	
Roberts Ln	Grading and Gravel	Not started	Contractor	9/16/2022	
Pats Pl	Top Drainage	Not started	Roads Manager	9/16/2022	
Turtle Ln		No Known Issues			
Gander Ln		No Known Issues			
Pete's Pl		No Known Issues		9/16/2022	
High View Rd	Gravel to Sunrise View	Not started	Contractor	9/16/2022	
High View Rd	@Meadow Dr lower catch basin	Not started	Contractor	9/16/2022	
High View Rd	Sunrise to GARNS	No Known Issues		9/16/2022	
Meadow Dr	Drainage, Grading and Gravel	Not started		9/16/2022	
Sunrise View	Gravel	Not started	Roads Manager	9/16/2022	
Tall Pines Dr	Formatting 2nd Survey for Property Owners Consideration	Postponed	Roads Manager	9/16/2022	
Tall Pines Dr	Patching as needed for safety	Completed	Roads Manager	9/16/2022	AQUAPHALT
High Ridge Rd	Ditch/Drainage	Not started	Contractor	9/16/2022	Road Graded, Ditches Cleaned, Culverts cleared
Top Ridge Rd	Clear Ditches and add Gravel	Not started	Roads Manager	9/16/2022	