









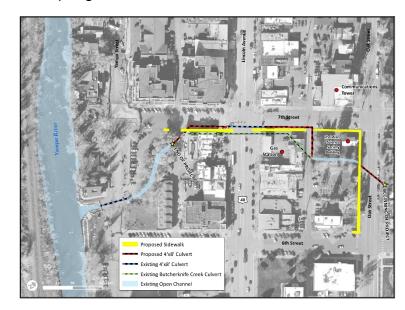
Phase II of Butcherknife Creek Project Begins This Week

Project Zone Encompasses 7th Street Between Oak & Yampa Streets

STEAMBOAT SPRINGS, COLORADO-April 13, 2020-Phase II of the Butcherknife Creek Improvement Project will commence this week with the work zone along 7th Street between Oak and Yampa Streets in the old town district in Steamboat Springs.

Once work begins, 7th Street will be closed from Oak Street to Lincoln Avenue and between Lincoln Avenue and Yampa Street; however, the intersections at 7th & Oak, 7th & Yampa and 7th & Lincoln will remain open. Parking on 7th Street between these blocks will not be available during construction. The intersection of 7th and Lincoln is not part of the work zone.

The project includes construction of a concrete box culvert that will carry Butcherknife Creek, relocation of existing utilities, drainage improvements and sidewalks. The city will also install a mechanized stormwater treatment device at



this site and a new, year-round, public restroom adjacent to Eagle Scout Park and the parking lot at the intersection of 7th Street and Yampa Street.

The public is encouraged to find alternative routes during this construction phase of the project, which is anticipated to run through mid-October, 2020. The city and Duckels are taking the COVID-19 safety issues seriously and have implemented national, state and local safety requirements and guidelines into a COVID-19 Construction Site Management Plan.

Under the oversight of city project engineer Mike Beurskens, the \$2.5M Butcherknife Creek Improvement Project is funded from \$1.61M in matching city funds and the \$800,000 DOLA and \$90,000 Colorado Department of Public Health & Environment's (CDPHE) Water Quality Improvement Fund grants. The first phase of the work on Oak Street between 6th and 7th Streets was completed in the Fall of 2019.

-WeServeTheCity-

Contact

Mike Beurskens, Civil Engineer, 970.871.8273 or email Ben Beall, City Engineer, 970.871.8293 or <a href="mailto:ema