



WATER AND WASTEWATER DEPARTMENT

Dear Resident:

October 14, 2008

The City of Fayetteville has hired S.J. Louis Construction, Inc. to install a sewer line from Razorback Road to Happy Hollow as part of the city's overall Wastewater System Improvement Project. S.J. Louis staff can be identified by their white trucks, hard hats and safety vests, all of which will reflect the S.J. Louis logo.

S.J. Louis personnel will be working 7:00 AM to 7:00 PM, Monday through Friday, and may also work some nights and weekends, depending on conditions. In some areas where speed is required to maintain crew and/or public safety and/or keep ground or rain water from damaging their work they may be working continuously, 24 hours a day seven days a week. They require full access to sewer lines, manholes, and easements but are required to coordinate closely with City of Fayetteville personnel. They are obligated by contract to get to these facilities, and are doing so at the direction of the City. Due to the variety of work items and inspections involved, there may be multiple trips to any given location. There may also be subcontractors performing specialized work as well as survey crews marking the exact location of the lines preceding the construction crews. The project will start immediately, and will continue through August 2009.

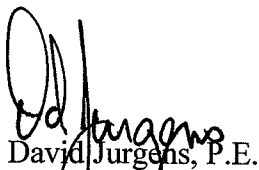
If you have any questions regarding the work in your area please contact the on site contractor's superintendent Chris deCathleineau at 320-241-2333, or Garver Engineers, the consulting engineering firm that designed and is supervising the project, at 479-527-9100. Lynn Hyke, the Wastewater System Improvement Project Construction Manager's number is 479-601-1079.

I apologize in advance for any inconvenience this work may cause, but hope you appreciate the ultimate benefit produced by this work.

Thank you for your cooperation and patience as we work to improve Fayetteville's infrastructure.

Sincerely,

City of Fayetteville, Arkansas



David Jurgens, P.E.

Water and Wastewater Director