



City of Augusta, Maine
Department of Public Works

February 12, 2023

Memo To: Susan Robertson, City Manager

From: Lesley Jones, Public Works Director *lesley*

RE: Heavy Loads Limited Posting.

With the recent warm temperatures along with the forecast of above freezing temperatures next week, we need to post the roads.

We post the roads to prevent damage from heavy truck traffic travelling over them when they are partially thawed and the soil material under the road is wet. During these times we call the roads "soft". This happens because excess water in the gravel under the pavement allows the soil particles to move and shift when a vehicle travels over the road, especially heavy vehicles. Significant structural damage can happen when heavy truck travel our roads under these conditions. When they are solidly frozen or in the summer when the road base is well drained this is less of an issue. Trucks can travel a posted road if it is solidly frozen, with prior approval of someone at Public Works.

Posting of the following roads will go into effect on Wednesday, February 15, 2023:

Blair Road
Bolton Hill Road
Burns Road
Church Hill Road
Cony Road (Maine Department of Agriculture to Chelsea Town Line)
Cross Hill Road
Eight Rod Road
Fieldstone Drive
Lamson Road
Leavitt Road
Lynn Road
Middle Road
Mount Vernon Road (already posted at Burns Road)
Mud Mill Road
Pleasant Hill Road

Physical Address:
Augusta Public Works
55 North Street, Augusta, ME 04330

Mailing Address:
Augusta Public Works
16 Cony Street, Augusta, ME 04330-5298

Tel (207) 626-2435 Fax (207) 626-2437 TDD (207) 626-2370

Sanford Road (already posted at Summerhaven Road)

Stevens Road

Stony Brook Road

Summerhaven Road (already posted at Sanford Road)

Wade Road

Ward Road

Weeks Mills Road (east of White and Bradstreet entrance)

Washington St (pit end)

When the roads have thawed and can once again support normal truck loads the road posters will be removed. This is typically sometime in mid to late April or early May

cc: Jared Mills, Police Chief