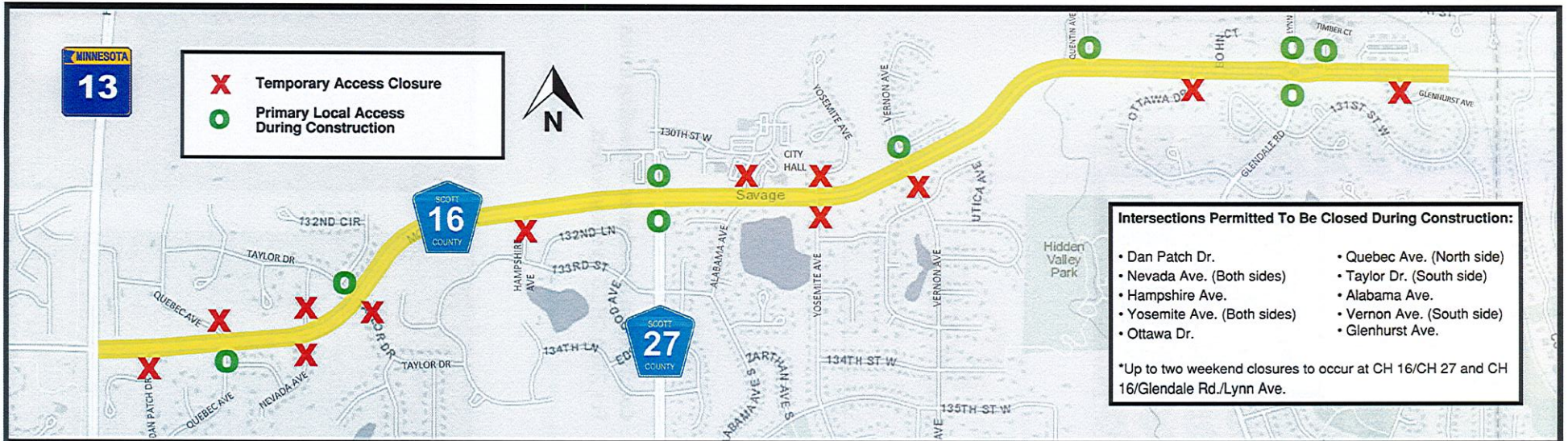


Background/Information

Scott County and the City of Savage have been working together on a Pavement Improvement Project for the section of County Highway (CH) 16 (McColl Drive) from Trunk Highway (TH) 13 to the eastern city/county line. The project will include pavement resurfacing, seal coating, sign replacement, storm sewer repairs, targeted concrete replacement, ADA improvements, and City utility upgrades.

These improvements will benefit the residents of Savage with updated public utilities and improved road infrastructure, including new pedestrian facilities, while Scott County's transportation network will benefit from an improved minor arterial route.

Project Area



Construction Starts in June

Construction is expected to begin in early June and last throughout the summer. The Contractor (Minnesota Paving & Materials, Inc.) is expected to be working on one side of CH 16 at a time, shifting traffic to maintain one lane of traffic in each direction. As shown in the map below, temporary road closures are expected during construction. However, certain roads will remain open to maintain neighborhood access.

Additional information and project updates will be posted on the project website during construction. Project specific alerts will also be available by signing up using the QR code (see other page).

Access to homes along the project and for emergency traffic will be maintained at all times.

Please use caution while driving in the work zone area. Thank you for your patience and understanding during construction.

Project Schedule

The proposed schedule for the construction (weather dependent) of the project includes:

Construction Open House	May 15, 2024
Construction Start (approx. 90 day duration)	Early June 2024
Construction End	Late August 2024

At the open house, you will have the opportunity to learn more about the project and discuss with project staff. Additional information and materials related to the schedule and what to expect during construction will be on display.