

Roads Committee Meeting  
Meeting Minutes  
10/28/2016

Attending: Board Members; Ed D., Paul R., Richard J., Mark S  
Landowners; Claudette D., Ia W.

Meeting called to order at 7:05 by Ed. D

Topics of discussion:

- 1) Fall Grading: It was noted that some roads look very good, including Gemini and Arcturus several weeks after the grading. The combination of extra gravel and a very wet fall may be contributing. Two complaints have been received about Aquarius. Capricorn shows that flooding has created potholes, emphasizing the need for culverts on Capricorn. A complaint about the condition of the gravel on Polaris has also been received.
- 2) Speed limit signs: 25 mph speed limit signs are on hand, however getting someone to install them is being difficult.
- 3) There was a brief discussion about making sure that both snow plow and grader operators have indicators about where to plow and grade.
- 4) The sunken guard rail on Hercules has been raised by Mountain West.
- 5) A practice run with the snow plow showed that the sander required multiple attempts at jump starting to get it to run and that the truck overheated. Paul R. will be report these problems Charlene to get them repaired quickly.
- 6) Long term planning: Four initial steps were chosen for long term planning. Steps 1a and 1b can be started immediately and conducted in parallel. It was noted that the Glastonbury community forum has a roads plan suggested by one landowner.
  - 1a. Use networking to get names for at least three (preferably 4 – 6) road engineers
  - 1b. Develop a list of questions/ideas about roads, materials, maintenance, etc. (Mark S to be point of contact) that can be used to ask the road engineers for a proposal
  2. Get cost estimates from the road engineers for their evaluation and report
  3. Get written report from chosen engineer
  4. Hold member's meeting to make choices based on the evaluation in 3It was noted that the cost of step 3 and where to find the money will need to be considered.

Meeting adjourned at 8:30.