## **Murray Construction Mitigation Schedule Description**

Construction duration will be 24-26 months

**Phases** (Please see attached milestone schedule for duration of each phase)

- Preconstruction meeting
  - 1) Onsite meeting with the City
- TESC/Baker tank installation
  - 1) Preparation for any onsite water containment during excavation
- Demolition and Clearing
  - 1) Construction entrance and temp power established
  - 2) Demolition of existing home and foundation
  - 3) Clearing of all vegetation within clearing limits
- Shoring/Pad prep/Excavation
  - 1) Offsite parking will be utilized
  - 2) Noise mitigation will be utilized by large machinery operation hours limited to 8-3:30 M-F unless for emergency reasons such as cave ins or earth stabilization.
  - 3) Notification and communication will be established with neighbors to help eliminate surprises or complaints during this phase.
  - 4) Installation of shoring walls
  - 5) Installation of pipe piles
  - 6) Excavation and export of soils
  - 7) Trucking of all materials offsite
  - 8) Trucking of import materials needed
- Foundation
  - 1) Foundation forming and placement of concrete
  - 2) Offsite parking will be utilized on days of concrete placement
- Waterproof-Drainage-Utilities
  - 1) Waterproof measures and installation of all drainage surrounding the home per Civil drawings
  - 2) Installation of all utilities to home site from right of way including sewer connections
  - 3) Offsite parking will be utilized as needed
- Backfill-Slabs
  - 1) Backfill of earth at any unshored areas
  - 2) Preparation and placement of horizontal slabs at basement area
  - 3) Offsite parking will be utilized as needed
- Frame/Construct House
  - 1) Vertical construction of structure
  - 2) Close in of exterior including windows, doors, siding, roof, stone
  - 3) Interior mechanical

- 4) Interior finishes
- 5) Exterior horizontal hardscape surfaces
- 6) Landscape
- 7) Offsite parking will be utilized as needed
- Inspection/Deliver
  - 1) Final inspections
  - 2) Punch list items
  - 3) Close out