



FREQUENTLY ASKED QUESTIONS

UPAS STREET PIPELINE REPLACEMENT PROJECT Questions/Comments from May 18, 2013 Community Meeting – Recital Hall, Balboa Park Club

Infrastructure Projects:

-  Airports
-  Bikeways
-  Bridges
-  Drainage Control Facilities
-  Flood Control Facilities
-  Libraries
-  Parks
-  Recreation Centers
-  Police Stations
-  Fire Stations
-  Lifeguard Stations
-  Street Improvements
-  Street Lights
-  Traffic Signals
-  Utilities Undergrounding
-  Water Facilities
-  Sewer Facilities
-  Water Pipelines
-  Sewer Pipelines

Question/Comment	Response
We understand that two trenches will be required for parts of the project (one to replace the existing transmission in place, and another to install a new distribution main). Will this “double trench” be needed along Upas Street between 1st Avenue and 2nd Avenue?	No. This portion of the alignment will not require distribution main installation, so only one phase of trenching will take place.
Will there be access to my driveway during construction?	Yes. Access to driveways will be maintained.
There is a sewer line that runs along the north side of Upas Street in our neighborhood. Will there be any impact to this sewer line?	No. As with any project that requires excavation, an important part of designing and installing the new pipeline is to coordinate such that impacts on existing utilities are avoided. In this commenter's particular neighborhood, the water main will be constructed on the south side of Upas Street, so it will be straightforward to avoid impacts on the sewer line he mentioned.
Our water service connection enters our property from 1st Avenue. Will our water service need to be interrupted for project construction?	The project will not involve work along 1st Avenue and will not affect your individual water service directly. There may be a short-term interruption (several hours maximum) related to the water main connection at the intersection of Upas Street and 1st Avenue. If so, at least 5 days advance notice will be provided.

