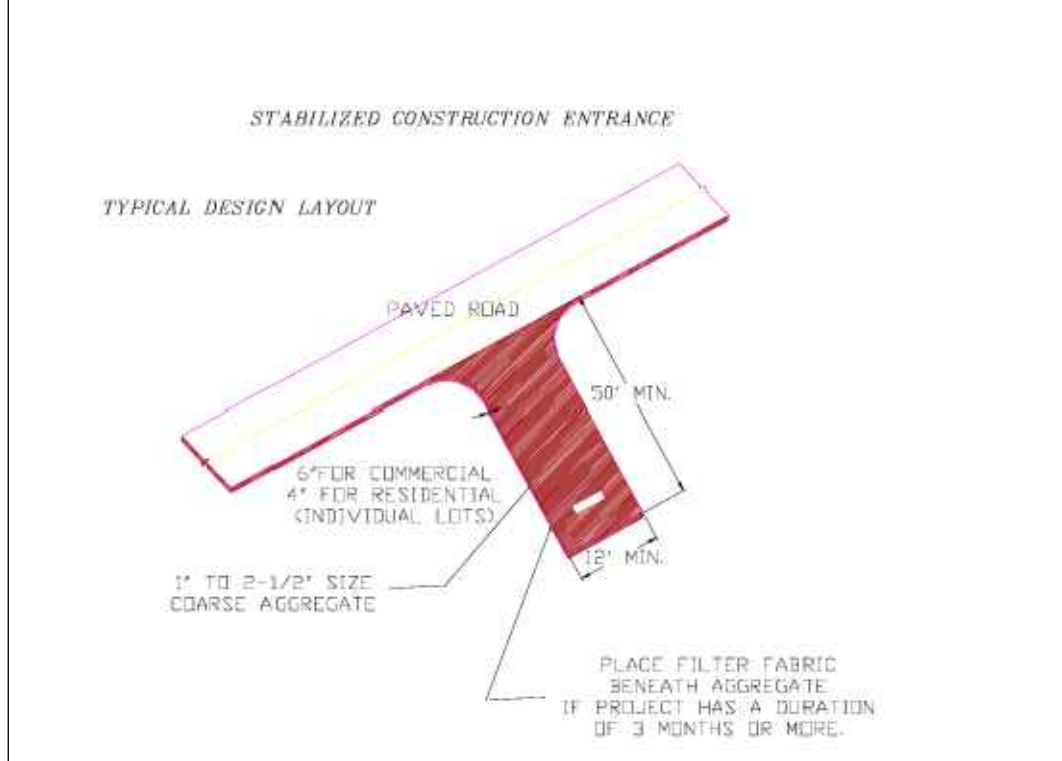
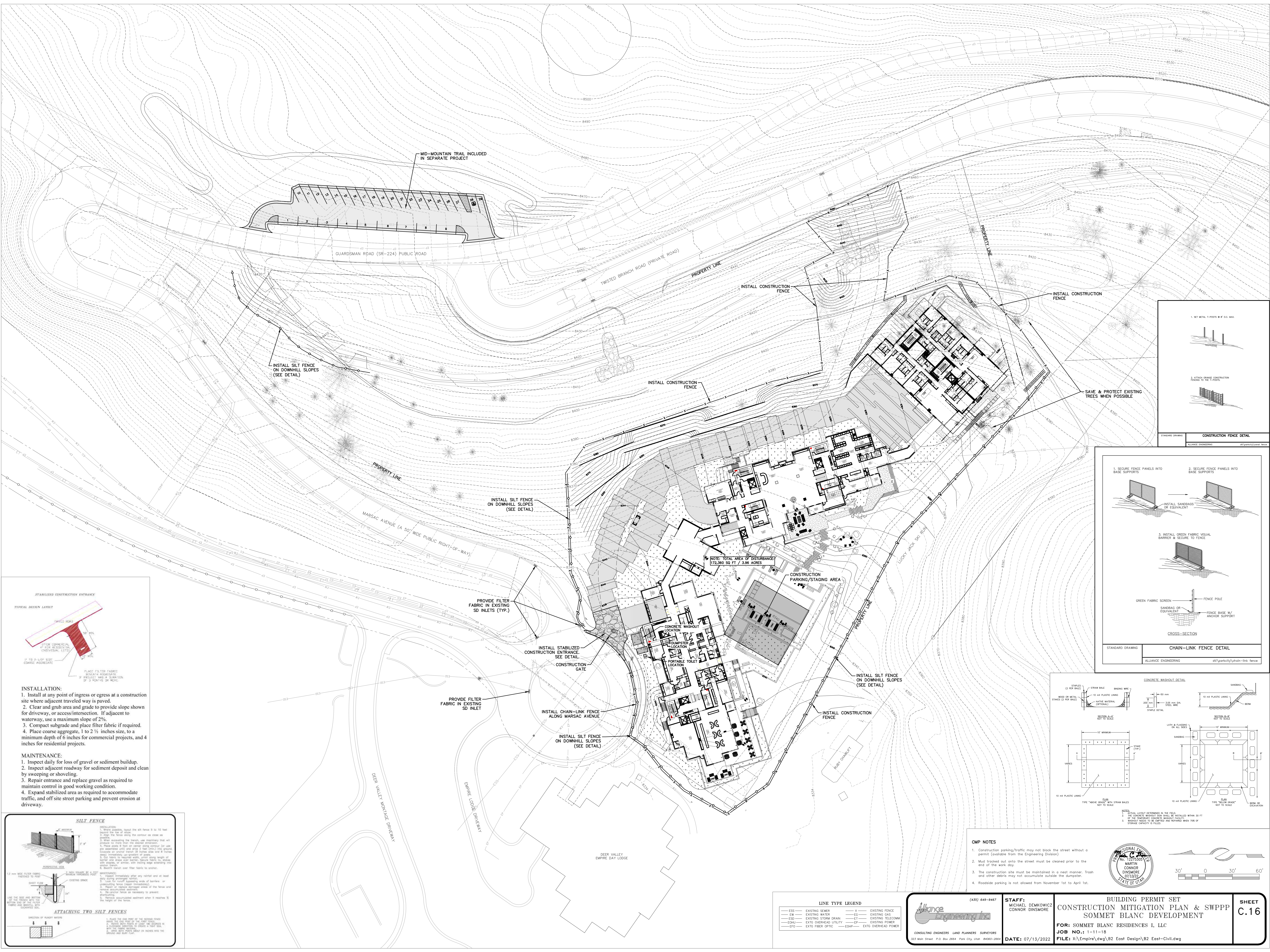


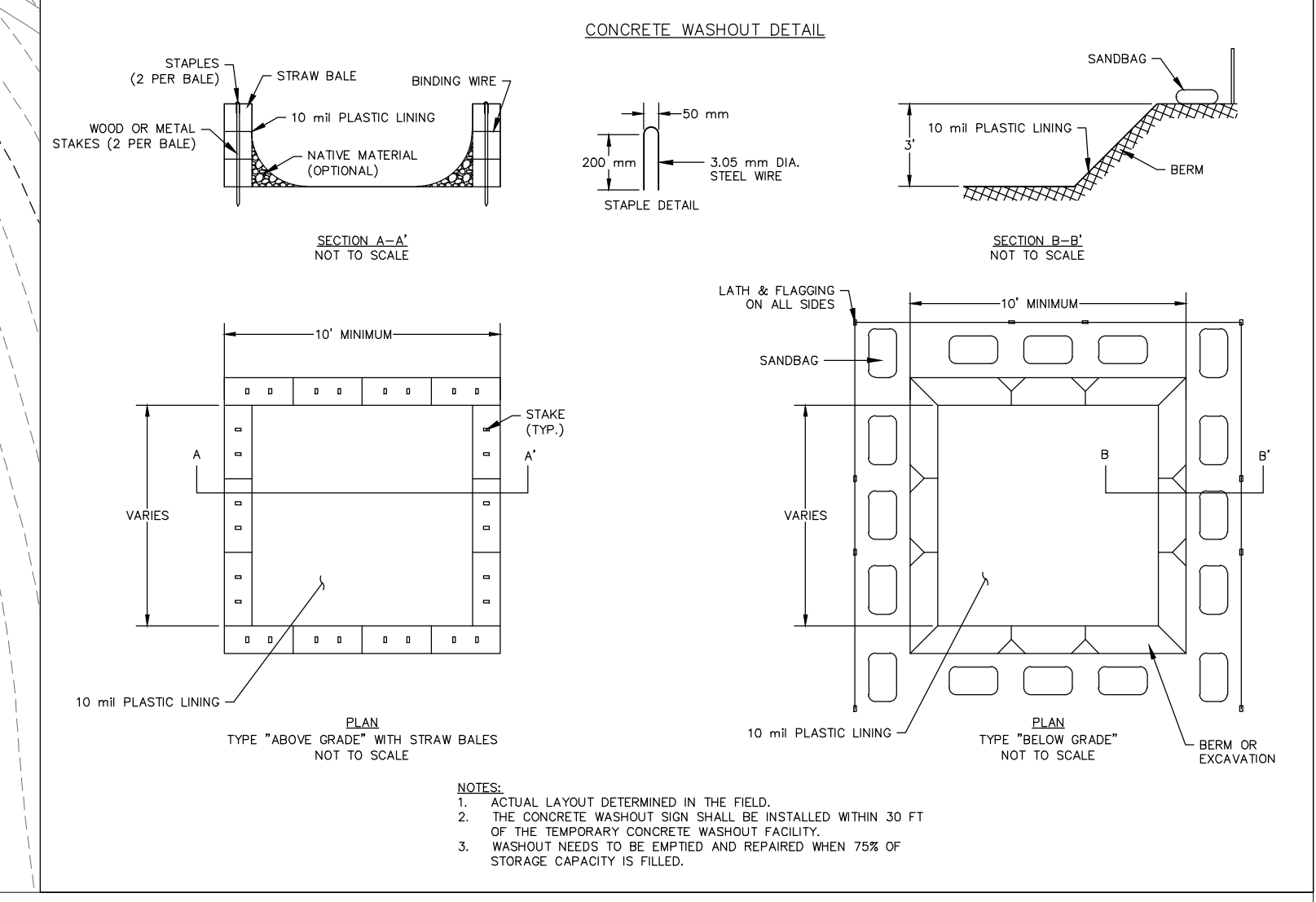
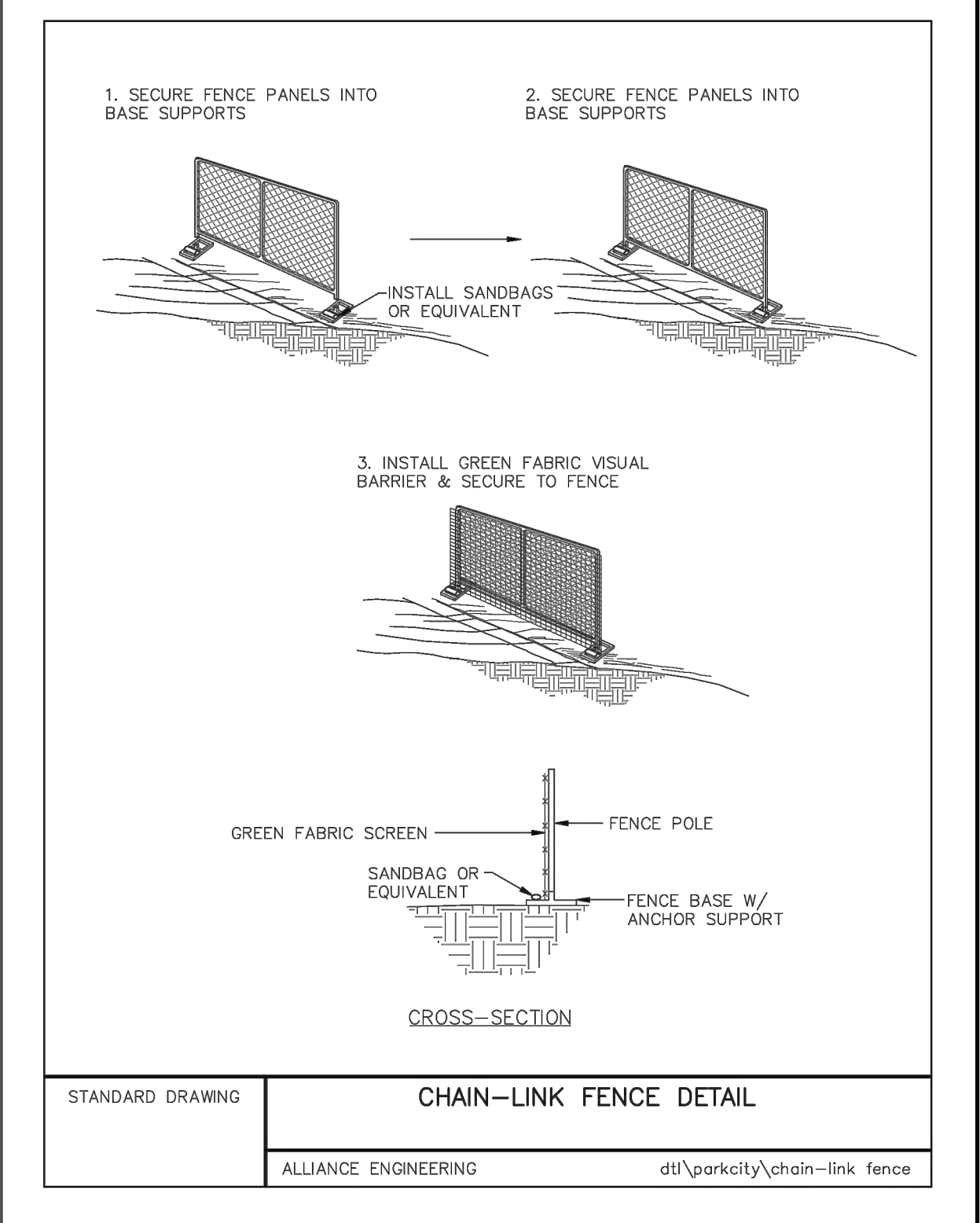
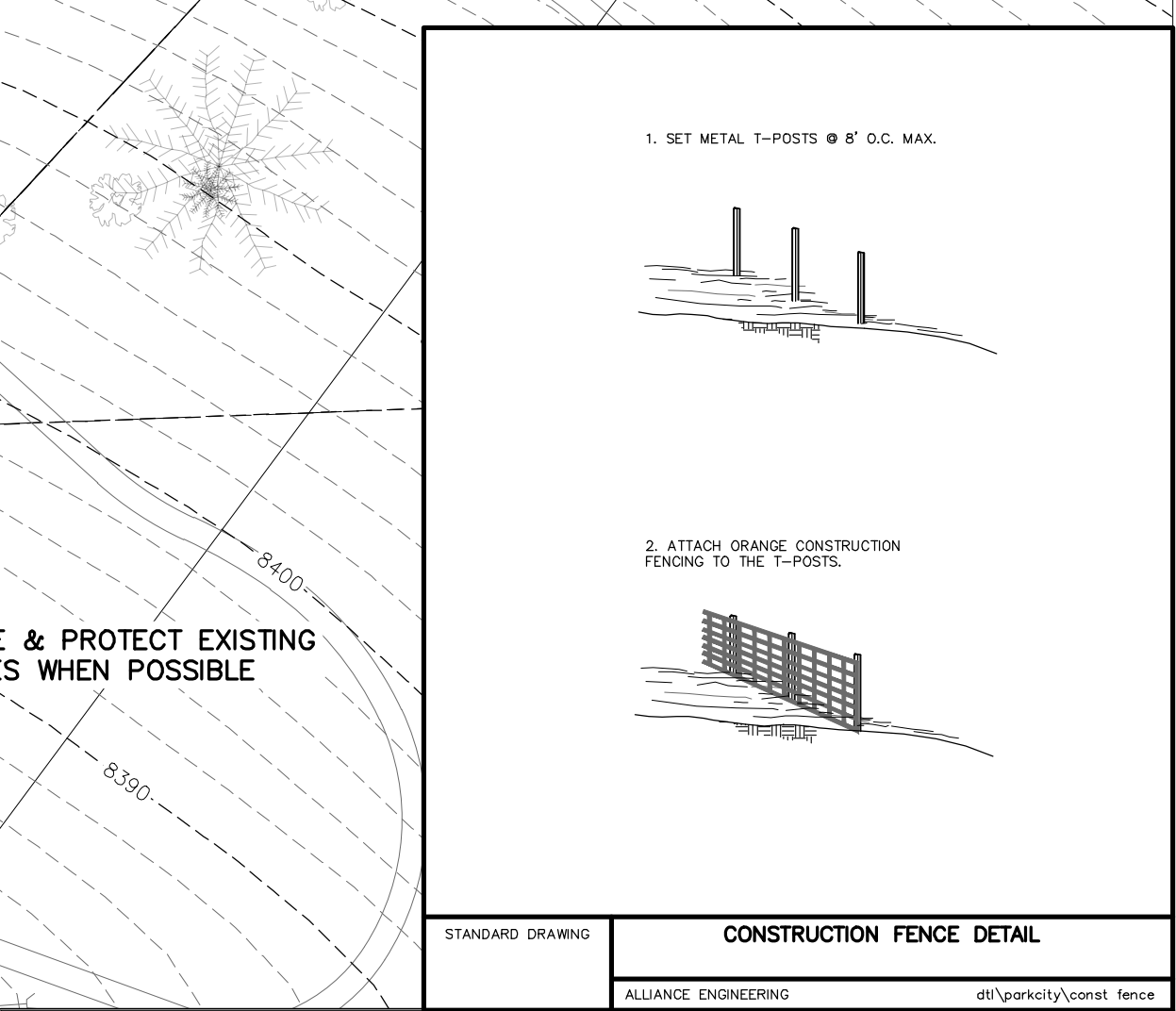
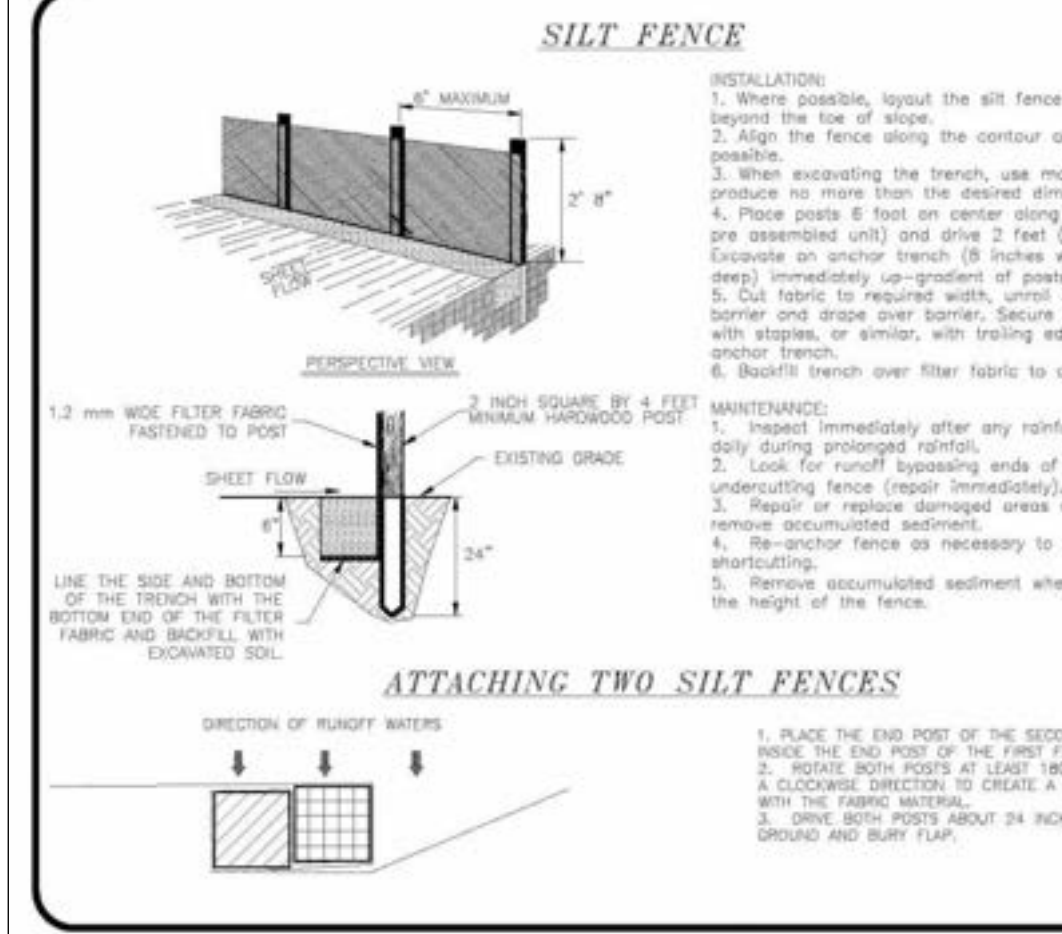


INSTALLATION:

1. Install at any point of ingress or egress at a construction site where adjacent traveled way is paved.
2. Clear and grub area and grade to provide slope shown for driveway, or access/intersection. If adjacent to waterway, use a maximum slope of 2%.
3. Compact subgrade and place filter fabric if required.
4. Place coarse aggregate, 1 to 2 1/2 inches size, to a minimum depth of 6 inches for commercial projects, and 4 inches for residential projects.

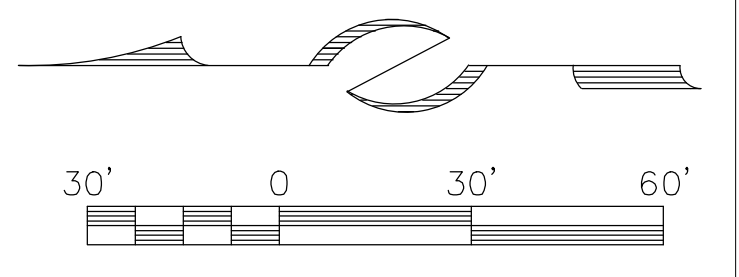
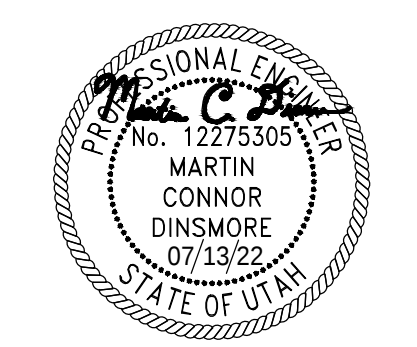
MAINTENANCE:

1. Inspect daily for loss of gravel or sediment buildup.
2. Inspect adjacent roadway for sediment deposit and clean by sweeping or shoveling.
3. Repair entrance and replace gravel as required to maintain control in good working condition.
4. Expand stabilized area as required to accommodate traffic, and off site street parking and prevent erosion at driveway.



OMP NOTES

1. Construction parking/traffic may not block the street without a permit (available from the Engineering Division).
2. Mud tracked out onto the street must be cleaned prior to the end of the work day.
3. The construction site must be maintained in a neat manner. Trash and other debris may not accumulate outside the dumpster.
4. Roadside parking is not allowed from November 1st to April 1st.



LINE TYPE LEGEND			
ESS	EXISTING SEWER	X	EXISTING FENCE
EW	EXISTING WATER	EG	EXISTING GAS
ESD	EXISTING STORM DRAIN	ET	EXISTING TELECOM
EHU	EXISTING OVERHEAD UTILITY	EP	EXISTING POWER
EFO	EXISTING OVERHEAD FIBER OPTIC	EOP	EXISTING OVERHEAD POWER

ALLIANCE ENGINEERS
CONSULTING ENGINEERS LAND PLANNERS SURVEYORS
125 Main Street P.O. Box 2664 Park City, Utah 84060-2664
(435) 649-9467

STAFF:
MICHAEL DEMKOWICZ
CONNOR DINSMORE
DATE: 07/13/2022

BUILDING PERMIT SET
CONSTRUCTION MITIGATION PLAN & SWPPP
SOMMET BLANC DEVELOPMENT
FOR: SOMMET BLANC RESIDENCES I, LLC
JOB NO.: 1-11-18
FILE: X:\Empire\dwg\B2 East Design\B2 East-Civil.dwg

SHEET
C.16