



TOWN OF UNION *Maine*

The month of September brought us very dry weather, recording only one day of rain for the entire month. This gave us ample opportunity to continue working on the list of excavation projects as well as transitioning over to roadside brush work.

The excavation crew performed ditching and a total of two culvert replacements on Mount Pleasant Road, Overlook Hill Road, as well as Clarry Hill Road. In the process of ditching Mount Pleasant Road, we ran the mulch head the entire length of the road to cut down on roadside vegetation. From there, we moved to Davis Road and completed some minor ditching along with brush cutting the length of that road. All of our large-scale excavation projects have been completed for this season as we turn the page on summer 2024.

During the week of 9/22, we performed our final mow of the season in all our mowing areas. These areas include the Town Office, Baseball Field, Tennis Courts, The Common, Ayer Park, The Common Cemetery, Lakeview Cemetery, East Union Cemetery, Skidmore Cemetery, and Sidelinger Cemetery. Following the final mow, all mowing equipment was thoroughly cleaned and fully serviced before being stored away for the off-season.

Lastly, two crew members attended a chainsaw safety class put on by Maine Local Roads Center in Augusta. I also attended part one of the fall supervisory training during the first week of September. The final leg of that class will be at the end of October. Maine Local Roads Center also puts on that class. We have three drivers here training to get their commercial driver's licenses. Matt Russell has successfully obtained his Commercial Learners Permit (CLP) for a Class B license and has sent out for his final exam. Corey Witham has obtained his Class A CLP and will continue to train and send out for his final exam. Ryan Fowler has sent out for his Class B CLP written test.

As always, we are here. Please contact us if you have any questions or see a concern in your area.

Respectfully,

Tom Fontaine – Public Works Director