TOWN OF WILTON - 2021 ROAD PAVING STATUS OF 5/3/2021

The following roads are part of the proposed 2021 Calendar Year Paving program.

Roads under "Roads to be Scheduled" column indicates that work has not started, but are proposed to be included in this year's paving program, weather permitting.

Roads under "Roads in Progress" column indicates that drainage improvements began, and milling/paving will follow. Road surfaces on these prepped roads may have raised structures until it is paved. Please travel on these roads with caution.

The Town of Wilton will provide updates. Please continue to monitor the updates through the Town's website. Please contact Department of Public Works at (203) 563-0152 for further information.

IMPORTANT: The paving schedule may vary due to inclement weather.

Banks Dr Cavalry Hill Rd Cobblestone Pl Cobblestone Pl Chipmunk Ln Deerfield Rd Evergreen Ave Fairfax Ave Highfield Road Fairfax Ave Heather (Spoonwood - cul de sac) Mail Coach Drive Marvin Ridge Pl Old Boston Old Highway (Partial) Saddle Ridge Rd Shadow Lane Stirrup Place Tory Pl Transfer Station Road	Roads to be Scheduled:	Roads In Progress:	Roads Completed
Woodland Pl Woods End Dr	Cavalry Hill Rd Cobblestone Pl Deerfield Rd Evergreen Ave Fairfax Ave Heather (Spoonwood - cul de sac) Mail Coach Drive Mail Coach Ct Marvin Ridge Pl Old Boston Old Highway (Partial) Saddle Ridge Rd Shadow Lane Stirrup Place Tory Pl Transfer Station Road Woodland Pl	Cardinal Lane Chipmunk Ln DeForest Rd Highfield Road Scarlet Oak Dr Spicewood Rd Spoonwood Road	Nod Hill Rd (partial)

2 Week Look Ahead

- 1) Town's paving sub-contractor will continue paving on Scarlet Oak Drive, (weather permitting). and begin milling and paving on DeForest Road later during the week of 5/3/21 (weather permitting).
- 2) Storm drainage improvements will begin on Appletree Lane and Highfield Rd during the week of May 3, 2021 (weather permitting).
- 3) Storm Drainage improvements will continue on Chipmunk Ln, Cardinal Lane and Spoonwood Rd (weather permitting).