



ATTENTION RESIDENTS OF Quail Creek.

Sunland Asphalt has been contracted to perform a road maintenance project in your area.

Polychip: The streets will be swept clean and coated with a tough elastic membrane. The oil binder goes down at approximately 375°F and is covered with a pre-coated aggregate to form a new elastic wear surface. Barricades will be in place for the duration of the work; please do not move the barricades. A member of the Sunland crew will remove the barricades once it is safe for vehicles to drive on the pavement.

Scheduled Date: 07/03.

Please see the accompanying map of the work area.

The crews will be starting at approximately **7am** each workday. Vehicle access, including golf carts and bicycles, will have limited access for a short time, approx. 1 hour, during this operation. Once the oil is applied, it must cool for approximately 10 minutes. Then the chips will be laid down and rolled to press into the oil. Once the chips have been applied, it is possible to drive over the work area. Please ask the crew foreman if you must leave during the process to determine if it is safe to do so.

The roads must be dry for the polychip, so we ask that you refrain from any outside watering and turn off all sprinklers on the scheduled dates. Please remove any trash and recycle containers from the road and do not park on the pavement. Any vehicles in the work area will be towed at the owner's expense. Sunland Asphalt will not be held liable for any damage that occurs during towing.

Polychip cannot be applied in the wind, rain, or extreme temperatures. If a reschedule is necessary, we will send an updated schedule as soon as possible.

We understand there may be some inconvenience during this maintenance. We ask for your patience and understanding as we work to provide excellent results with minimal inconvenience.

Please keep children and pets away from maintenance for their own safety

Quail Creek 2025 Herber & Ramos Polychip Repair
2055 E. Quail Crossing Blvd,
Sahuarita, AZ 85614

Polychip Repair

