





Public Information Notice #15 For The Construction Of The 930 Zone Recycled Water Pipeline

March 14, 2014

Dear Resident:

The Inland Empire Utilities Agency's (IEUA) contractor, MNR Construction will be potholing (boring) on Foxglove Drive between Daisy Drive and Eucalyptus Avenue and on Eucalyptus Avenue between Foxglove Drive and Bluebell Drive to locate existing utilities and identify soil conditions only. This information will help us determine where to place the pipeline within the street for the 930 Zone Recycled Water Pipeline project.

DATE: March 17, 2014 through March 28, 2014 (dates may change due to rain delay)

TIME: 8:30 am – 5:00 pm

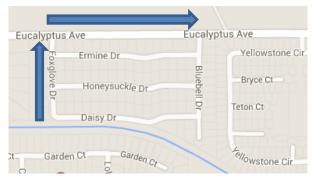
IMPACTS: Traffic delay

Equipment noise will be within the City's noise ordinance levels

UTILITIES: Utility services will NOT be interrupted

ACCESS: Residents will be able to leave and arrive back to their homes at any time

If you have any questions about the construction project or wish to receive weekly e-mail updates, please contact Michelle O'Brien at 909-993-1501 or mobrien@ieua.org. For construction updates, please visit www.ieua.org.



Benefiting the residents and businesses of Chino Hills and Chino, this project will provide recycled water as an additional source of water for landscape irrigation use and groundwater recharge. This project will save approximately 90 million-gallons per year of drinking water, while helping to drought proof IEUA's service area, help to keep the cost of water low, and provide a reliable source of alternative water. Funding for this project has been provided in full or in part through an agreement with the State Water Resources Control Board and the

Environmental Protection Agency. The contents of this document do not necessarily reflect the views and policies of either the State Water Resources Control Board or the Environmental Protection Agency, nor does mention of trade names or commercial products constitute endorsement or recommendation for use. (Gov. Code § 7550, 40 CFR § 31.20.)







