

Rural Municipality of Meadow Lake #588 Policy

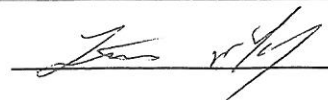
Policy #TS-006

Policy Title: General Maintenance Policy

Policy Objective: To provide a policy on the general maintenance on municipal right of ways with regards to grading, mowing, snowplowing	
Authority: Council Resolution #268/18	Dated: November 13, 2018

Policy:

1. Field access Grading
 - a. Any road providing only field access shall be graded once a year to a maximum of two (2) times per year maximum. Any request to have the road graded more often may be at the cost of the individual requesting the grading.
2. Hay salvage
 - a. Anyone wanting to cut and bale hay along municipal roads must:
 - i. Owner of land adjacent to ditch has 1st right of salvage.
 - ii. All hay salvage must be cleaned up by July 31 of the year it is cut.
3. Maintenance of residential lanes
 - a. A custom work waiver form must be signed by the landowner prior to work commencing;
 - b. The custom work wavier form is available at the RM office;
 - c. Maintenance of the residential lanes will be completed while the grader operator is in the area and will be completed as to not impede on the operations of the maintenance program.
4. Mowing road allowances
 - a. Main grid road allowances will be mowed including the backslopes on a yearly basis
 - b. All side roads will be mowed a minimum of one mower width pass each year and that the full width, including the backslopes will be mowed every other year alternating between the township road and range road.
 - c. RM will not custom mow except to other Government Agencies.
5. Snowplowing
 - a. The Staff will attempt to complete all snowplowing of the main grids and side roads where residential properties exist would be given priority, as they can during the winter season;
 - b. Any custom work or individual snowplowing requests will be completed as time allows for the operating staff;
 - c. Any custom work requests must be filed with a contract waiver form in the office prior to any work being completed on private property.



Reeve