

501 W. Travelers Tr. Burnsville, MN 55337 Office: 952-222-4004

We will be starting the Garage Roof Replacement project on: Thur., Sept. 1st (weather pending) and should finish on Friday, Sept. 2nd

Vehicles	 VERY IMPORTANT Have your vehicles out and moved away from the garage by 7:00 A.M. on the day(s) listed above to prevent damage until the building is complete.
Suggestions to Ensure a Problem Free Roof	 Please Take Preventative Action Around Your Home Remove items and personal property away from garages as well as fragile items from walls, as these may incur damage during work. Contractor is NOT liable for such damages.
Landscaping And Shrub Protection Efforts	• If there are any special or delicate plant or shrubs, please notify us of them before the job starts and we will protect them as best as possible.
Superior Clean-up Program	 One of the most important aspects of a project is keeping the area clean during the job. Here is how we strive to do this every day Clean your site during the day and at the end of the day. Clean your lawn and site with our magnetic "nail-finder" to reduce chance of any nails being left in your lawn. Keep our tools and materials neatly organized and out of the way.
Conditions Beyond Our Control	 Please be aware that despite our best efforts the following may occur during improvement projects, and are not the responsibility of the contractor. Existing structural problems such as loose or cracked plaster and drywall, sagging rafters, nail-pops, bowed walls, previously rotted or damaged materials, etc. Scheduling difficultiesWe do our best to stay on schedule, but mother nature and other emergencies can lead to delays. We will do our best to limit delays. The roof replacement on the garage building is expected to take 2 days to complete.
Help Us Help You	If there are any concerns, or ways for us to make this project less of an intrusion, please let us know, and we will address them as soon as possible. Thank You. Josie Flicek, Multifamily Coordinator, josie.f@capitalmn.com.