



CITY OF WINTER SPRINGS

For Immediate Release:

Friday, March 31, 2023

For Media Inquiries:

Public Communications Officer

407-327-5955

mreeser@winterspringsfl.org

City Of Winter Springs to begin work on SR-434 Reclaimed Water Main Extension project April 3, 2023

The construction is part of a planned expansion of the City of Winter Springs reclaimed water system.

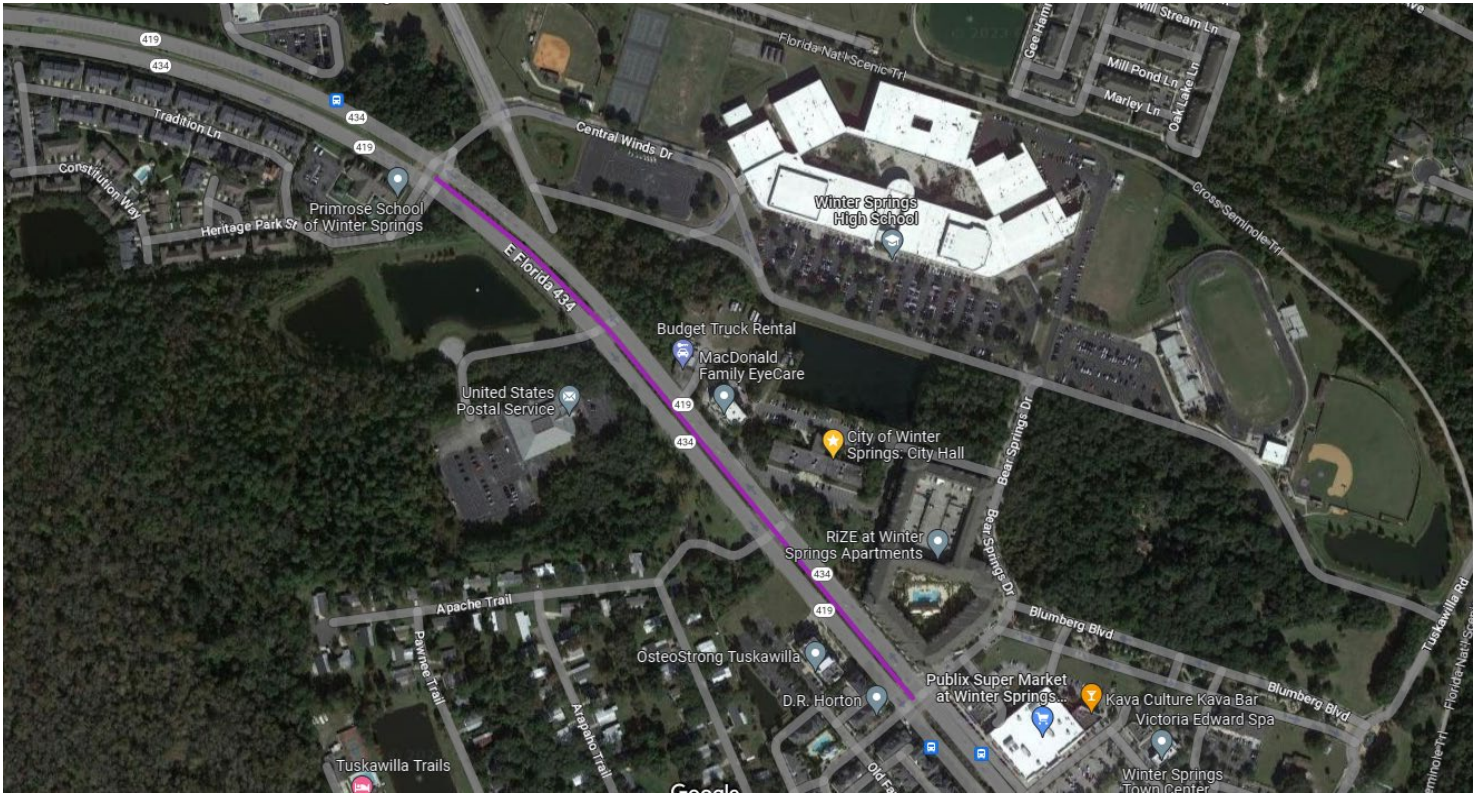


WINTER SPRINGS, Fla.- Beginning next week, drivers along State Road-434 in Winter Springs will notice a new construction project that may impact traffic.

On Monday, April 3, 2023, crews will begin working on the first segment of a new reclaimed water main along State Road 434 between Bear Springs Drive and Central Winds Drive.

The work will occur in the median during daylight hours. As a result, drivers should expect minor impacts to traffic along SR-434 Monday through Friday between 7 a.m. and 5 p.m.

As part of the work, crews will utilize construction techniques to preserve existing trees and shrubs along the median, even relocating trees elsewhere in the city when necessary.



The first phase of construction, expected to take several weeks, is part of a planned expansion of the City of Winter Springs reclaimed water system.

The construction will be completed in 6 separate phases and involves installing a 12-inch reclaimed water main along State Road 434 from Central Winds Drive to Creek Run Way.

Once complete, the new system will provide reclaimed water to the eastern parts of Winter Springs, ultimately reducing drinking water use for irrigation.

The project, funded with grants, city funds, and additional funds from the St. Johns River Water Management District, is expected to be completed in late 2023.

To receive traffic and other [e-Alerts](https://www.winterspringsfl.org/community/page/emergency-ealerts), please sign up online at:
<https://www.winterspringsfl.org/community/page/emergency-ealerts>

#####

City of Winter Springs
1126 East State Road 434
Winter Springs, Florida 32708
www.winterspringsfl.org