



**CONTACT**  
Kristin Hill, Communications Specialist  
City of Dubuque [khill@cityofdubuque.org](mailto:khill@cityofdubuque.org)  
563.690.6068

# NEWS RELEASE

*Feb. 5, 2015 – For Immediate Release*

## Public Update Meetings Scheduled for Bee Branch Project

DUBUQUE, Iowa – The City of Dubuque Engineering Department will hold three public update meetings for the Bee Branch Watershed Flood Mitigation Project. They are scheduled for 12:15 p.m. on Wednesday, Feb. 11, at the Prescott Neighborhood Resource Center; and 5:30 p.m. on Thursday, Feb. 12, and Thursday, Feb. 19, at the Audubon Elementary School library. Audubon visitors should use the Providence St. doors located at the back of the school.

City staff will provide an overall project update and information about the Upper Bee Branch Creek Restoration including the tentative construction schedule, anticipated road closures and detours, primary truck routes and maps of the project area. The meetings also provide an opportunity for the public to ask questions and share information.

Construction of the Upper Bee Branch Creek Restoration will begin in 2015. The two-part project will begin at Garfield Avenue and proceed north to East 24th Street near Comiskey Park.

Part one of the project includes the removal of the buried Bee Branch storm sewer which will be replaced with a 2,300-foot long creek and green space. This portion also includes two vehicular bridges located at Rhomberg Avenue and East 22<sup>nd</sup> Street, utility relocations, parking, a multi-use trail, a stepped amphitheater, a play area with slides, a community orchard, and the East 24<sup>th</sup> Street headwaters and overlook.

Part two of the project involves the Canadian Pacific Railway property and the placement of large diameter pipes under the railroad yard. The project is expected to be complete in late 2016.

For more information, contact Communications Specialist Kristin Hill at 563-690-6068 or visit [www.cityofdubuque.org/beebranch](http://www.cityofdubuque.org/beebranch) for more background.

# # #