ID	Task Name	Duration	Start	Finish											
					2022										
					М	J	S	Ν	J	М	М		J	S	
1	Pre-Construction	321d	Mon 3/2/20	Fri 6/4/21	1										
4	Design Documents Estimate	262d	Fri 5/22/20	Fri 6/4/21	i										
14	Permitting	325d	Mon 5/11/20	Fri 8/20/21											
39	Construction	273d?	Thu 3/11/21	Thu 7/28/22											
40	Public Improvements	273d?	Thu 3/11/21	Thu 7/28/22								1			
117	Interceptor Replacement Project	273d	Thu 3/11/21	Thu 7/28/22								0			
118	Preconstruction	160d	Thu 3/11/21	Tue 12/21/21				1							
123	City Permit Received	78d	Mon 7/19/21	Thu 11/4/21				City Permit Re	ceived						
131	Sewer Interceptor Easement	82d	Mon 8/2/21	Wed 11/24/21				Sewer In	terceptor Easement						
129	Licensing Agreement	43d	Thu 9/2/21	Tue 11/2/21				Licensing Agree	ement						
132	Submittals & Review - MH Structures	31d	Fri 9/24/21	Fri 11/5/21				Submittals & F	Review - MH Structur	es					
133	Procurement	30d	Mon 11/8/21	Tue 12/21/21				F	Procurement						
134	Construction	124d	Mon 11/29/21	Thu 7/28/22								0			
135	Mobilization	5d	Mon 11/29/21	Fri 12/3/21				🖽 Mobil	ization						
136	Clearing and Excavation	20d	Tue 12/7/21	Mon 1/24/22					Clearing an	d Excavation					
137	RailRoad Boring	30d	Tue 12/21/21	Mon 2/28/22					F	ailRoad Boring	5				
138	Staging/Erosion Control	10d	Tue 12/21/21	Wed 1/12/22					Staging/Erosio	n Control					
139	Pipe Laying/Manholes/Bypass Pumping	90d	Fri 1/14/22	Fri 7/1/22								🔉 Pipe La	ying/Manh	oles/Bypa	iss Pum
140	Concrete Encasement	30d	Tue 3/1/22	Mon 4/25/22							Concrete Encasen	nent			
142	Finish Grading, Seeding and Cleanup	40d	Mon 5/2/22	Mon 7/11/22								뺐 Finis	h Grading,	Seeding ar	nd Clea
141	Testing	35d	Fri 5/6/22	Thu 7/7/22								Testir	ng	-	
143	Punchlist & Correction	10d	Tue 7/12/22	Thu 7/28/22									Punchlist 8	& Correctio	on
144	Project Completion for Interceptor	0d	Thu 7/28/22	Thu 7/28/22								7/28 🔶	Project Co	ompletion	for Int
41	Roadways & Main Line Extension Project	246d?	Fri 3/12/21	Fri 6/10/22							1				

Task Critical Near Critical

