

HOWARD COUNTY
PUBLIC WORKS BOARD MEETING
TUESDAY, JANUARY 13, 2015 - 7:30 P.M.
COLUMBIA/ELLCOTT CONFERENCE ROOM
GEORGE HOWARD BUILDING
3430 COURT HOUSE DRIVE
ELLCOTT CITY, MD 21043

1. Approval of Minutes relative to the December 9, 2014 Public Works Board meeting.
2. Public Works Board Road Acceptance
 - (a) Subdivision: Castleberry at Ten Oaks, Lots 1-45 & Non-Buildable Perservation Parcels A, C, D, E, and Buildable Perservation Parcel B
R/SW Agreement No. F-06-130
Road Names: Wye River Drive, Candle Light Drive, Point Breeze Drive, and Ten Oaks Road (widening)
Petitioner: Trinity Quality Homes, Inc.
 - (b) Subdivision: Slusher Property, Lots 1-12 and Open Space Lots 13 & 14
R/SW Agreement No. F-08-180 W/S Agreement No. 14-4443-D
Road Names: Mill River Court
Petitioner: Gordon Development Co., Inc.
 - (c) Subdivision: Rocky Gorge Overlook, Lots 1 thru 3 & Lots 5 thru 10 and Open Space Lots 4 & 11
R/SW Agreement No. F-08-038 W/S Agreement No. 24-4449-D
Road Names: Hickory Hills Lane
Petitioner: HB Development, Inc.
 - (d) Subdivision: Villages at Turf Valley, Phase 2, Section 1, Lot 71; Open Space Lots 72 thru 75; Golf Space Lots 76 thru 78; Parcels A & B; Non-Buildable Bulk Parcels CC, DD, EE & FF
R/SW Agreement No. F-08-084A, Area 1 of Project
W/S Agreement No. 24-4549-D
Road Names: Resort Road
Petitioner: Mary C. Mangione
3. Scenic Road
 - (a) W-8316, Ilchester Road Water Main Rehabilitation – 2nd meeting

The next regularly scheduled Public Works Board meeting will be held Tuesday, February 10, 2015, at 7:30 p.m. in the Columbia/Ellicott Conference Room of the George Howard Building – located at 3430 Court House Drive, Ellicott City, Maryland 21043.

Sign language interpreters are available for any meeting listed. Requests should be made at least three working days in advance to the Department of Citizen Services at 410.313.6400 (voice), and 410.313.6401 (TTY). Requests should include name, date, time, and place of meeting and name, address and TTY or voice telephone number of the hearing impaired.