2022 TOWN OF KYLE AREAS OF FOCUS REPORT

Every year during budget, council makes a plan on what they would like to see worked on throughout the year. They create a list of common goals and priorities for that yearly budget. Here is the progress of those projects from 2022. Each project was fully completed by the end of the year ©

ROADS- Recycled Asphalt Shingles is a new product (to the Town) that has been used the past couple of years and it is an inexpensive way to keep dust down. We are still experimenting with what we have left to find the best way to use them. In 2022 the roads that had RAS laid were: Railway, 2^{nd} Avenue, Centre Street in front of the School and 4^{th} Avenue.

TREE REMOVAL/REPLACEMENT- The Town helped the Recreation Board in purchasing trees to plant at the Rodeo grounds to develop the area. The trees were planted by volunteers and were taken care of by the summer staff. The Town staff helped to protect the trees in the winter by wrapping them.

LAGOON- At the lagoon inspection it was noted that the south cell wall needed to be reinforced. This was done by building up the wall with clay.

SIDEWALKS- There were several areas in town where the sidewalk needed to be replaced or there was no sidewalk where there should have been. This will be a continuous project. There was 104 Ft of Sidewalks laid combined on 1st street W, Centre St, and 1st St East.

SEWER LINING- This is a continuous project year to year. Instead of having to rip up roads and replace sewer lines we have gone the route of lining our current sewer lines, giving them another 75 years of life. In 2022 there was 450m done down 2nd St West and the highway. The sewer lining is done based on a high-risk assessment.

SGI SPEED SIGNS- The town of Kyle received a grant for speed signs to be placed on either ends of Railway (East and West). This is a high traffic zone and vehicles tend to speed. We are hoping to slow this down as there are children on either end of this road and people need a reminder to slow down while going through town.