

TECHNICAL & RECHARGE COORDINATOR'S UPDATE

BGwT Meeting: January 16TH, 2014

TECHNICAL COORDINATOR DUTIES

WELL MONITORING

I started a new set of readings this week on Monday January 13th, 2014.

MEETINGS

- Attended the City's Environment Public Hearing with Elliott who provided testimony to Mayor Walsh's Environment Transition Committee leaders Alexander Bok and Amos Hostetter.

RECHARGE COORDINATOR DUTIES

MEETINGS

- Met with members of the City, the Charles River Watershed Association, and Vanasse Hangen Brustlin who updated the design progress of the City's Green Alley Project in Public Alley No. 543.
- Met with representatives from 526 Massachusetts Avenue to review the design of their recharge system
- Met with Trustees of 100 Fulton Street to discuss the installation of a potential recharge system and the benefits of installing the system
- Spoke with residents and developers about the installation of different types of recharge systems that can be installed
- Continued to write comment letter drafts on past projects and review them with Elliott

DATA LOGGER LOCATIONS

Ellis Neighborhood (4)

- 1 at the corner of Berkley & Chandler St.
- 1 on Saint Charles St.
- 2 on Cazenove St.

Blagden Street (3)

- 2 from the Exeter – Dartmouth St.
- 1 in front of the Copley Square Hotel

North End: Commercial Street (3)

- 1 at the corner of Richmond and Commercial St.
- 1 on Commercial St. in front of 145 Commercial St.
- 1 on Atlantic Ave., in front of 103 Atlantic Ave.

Alignment Loggers (3 Uploaded on a Monthly basis)

- 1 Between Turnpike Crash Wall and the Railroad alignment, underneath the Arlington St. Bridge
- 1 Between Turnpike Crash Wall and the Railroad alignment, underneath the Berkeley St. Bridge
- 1 Adjacent to the alignment, at the rear of 95 Berkeley St.

Southwest Corridor: Alley 543, West Canton, & Holyoke Street (6)

- 2 in Alley 543
- 1 in front of 243 West Canton Street
- 1 in front of 38 Holyoke Street
- 1 in front of 24 Holyoke Street
- 1 @ at the corner of Holyoke Street and Columbus Avenue