

PHASE 2 – FEASIBILITY ANALYSIS

WINTHROP AVENUE

(REVERE BEACH PARKWAY TO WASHBURN AVENUE)

This section of Winthrop Avenue is a heavily travelled thoroughfare with traffic arriving and departing Beachmont Square & MBTA station and East Boston. The street is in poor condition due to the extent and type of traffic and needs to be addressed.

The roadway surface has moderate alligator cracking (see photos) and in addition, it's falling apart at the seams (intersection of previous paving passes). Several utility patches are visible and in are in poor condition. There is some evidence that the road surface has been overlaid on at least one occasion, thus the roadway can support milling and paving. There are many pothole repairs on the street, the roadway is delaminating and the quality of the ride is very poor.

The sidewalks that run parallel with the Suffolk Downs barn area were reconstructed in 2015. The old asphalt sidewalks were replaced with concrete sidewalks last year (refer to photos). The curbing was re-set at the same time. The sidewalks on the north side of the roadway (Beachmont train station parking lot) is asphalt and in good condition and requires no corrective action. The curbing has at least a five inch reveal and does not require any adjustments (photos attached).

Our recommendation is to mill and pave the roadway from the Revere Beach Parkway intersection to Bennington Street.

Winthrop Parkway

Looking towards Revere Beach Parkway

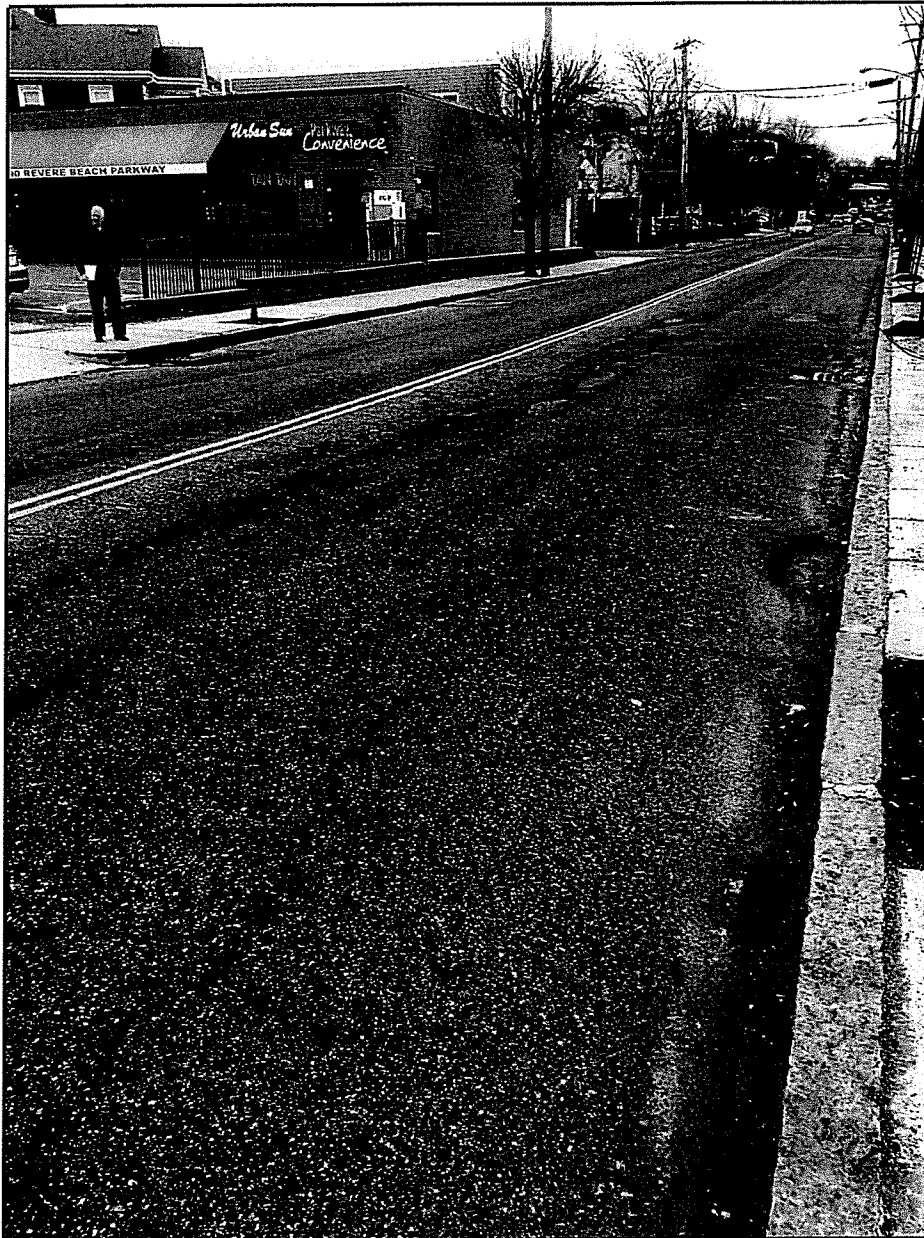
Roadway in very poor condition. Longitudinal cracking turning to alligator cracking and requires pothole repairs.



Winthrop Parkway

Very poor condition of the roadway continues.

New concrete sidewalks installed on the north side of the road in 2015.



Winthrop Parkway

Huge pothole at catchbasin
and Dimino's entrance.

DPW should fill pothole ASAP



Winthrop Parkway

Roadway consistently very poor.



Winthrop Parkway

Roadway consistently very poor.

Suitable for milling and paving.

Consideration of reconstructing southerly sidewalks
in concrete should be discussed.

