

## Terrapin City Counsel Office

348 Cosmos Street  
Terrapin, Oregon 24995

October 8, 2018

Joan Stone  
253 Vine Street  
Terrapin, Oregon 24995

Dear Mrs. Stone:

The safety of our citizens is of the utmost importance to us, and that is why we are working nonstop to improve the conditions our roads. As counselor, I have made it my personal business to oversee the repairs.

You have written to me, the city counselor, on speeding up the process of repairing three different pot holes on Vine Street, the street of your residency.

Terrapin City has been struck by multiple natural disasters this summer due to hurricanes Mike and Tina, and therefore is in the process of reconstructing several bridges and roads. We are working hard get all our roads up and running, but the city's construction teams are currently overbooked due to the extensive amount of damaged that was caused by the hurricanes. The pot holes you are discussing are of utmost importance to us, but we must make sure that citizens can safely commute in and out of the city before we can fill the pot holes. It will take approximately three months to finish the repairs to all the bridges and roads. Our road repair companies are working swiftly to repair the severely damaged roads, so they can correct the pot holes and other road repairs. We are working on repairing the roads as fast as possible, but we cannot sacrifice quality to speed.

I have personally recorded your concern and will expedite it to the manager of Calvin's Road Construction, the best road repair company in Terrapin City. I will personally request that they tend to your road as soon as they have finished all the major repairs to the main roads of Terrapin. I will also make a request to the city install warning signs around the pot holes, so drivers can avoid the areas until they are repaired.

I thank you for informing me of the situation and will do everything in my power to have it resolved in a timely manner.

Sincerely,

*Tanna Turner*

Tanna Turner  
Terrapin City Counselor