

Roles and Responsibilities of Typical Work Zone Stakeholders

Stakeholder	Typical Rules and Responsibilities
Project Owner (State DOT or Municipal Government)	<ul style="list-style-type: none"> - Conceive the project - Fund the project - Design the project (may outsource) - Develop and approve a traffic control plan (TCP) - Hire a contractor to execute the project - Require and hire (directly or indirectly) law enforcement officers (LEO), if needed - Supervise the project
Highway Contractor (Construction company or Contractor's POC)	<ul style="list-style-type: none"> - Execute the project - Ensure the work zone conforms to the approved plan each day - Perform temporary traffic control - Install/remove traffic control devices - Document the project - Designate a field point of contact (POC) - Ensure approved TCP is followed - Hire LEO if needed
Contractor's POC (Traffic control supervisor, foreman, highway agency inspector)	<ul style="list-style-type: none"> - Represent the contractor in the field - Make minor modifications to the approved TCP, if authorized - Supervise field workers - Communicate / coordinate with LEO - Inspect the work zone periodically - Be trained in safe traffic control - Be visible and alert
Field Workers (Traffic control technicians, workers)	<ul style="list-style-type: none"> - Report to the work zone supervisor - Install and remove devices as instructed - Notify supervisor of problems and close calls - Understand and support the role of law enforcement - Be trained in safe traffic control - Be visible and alert
Law Enforcement Officers (State police agency, police department)	<ul style="list-style-type: none"> - Reduce likelihood of speeding through presence - Enforce traffic laws - Control traffic, if applicable - Communicate / coordinate with POC - Be visible and alert - Position officers and vehicles in safe and effective areas - Be informed about the project's objectives, schedule and progress - Drive through the work zone - Notify POC of potential problems - Be trained in safe traffic control