



Construction jigsaw falling into place

Spring is upon us and the weather is improving with temperatures increasing by the day, which provides ideal conditions for a great start to the season.



You may already have seen much more activity across the project as we have some earthmoving to catch up on after losing a critical five weeks of our last season to the COVID-19 April shutdown.

With in excess of one million m3 of earthworks to move we're looking at how we might finish that work as quickly as possible, including maximising every day of fine weather and through shift work in some isolated areas.

As we complete earthworks and the bridges, we transition into road construction activities such as road surface drainage, utility ducting for lighting and communication services, and pavement construction prior to asphalt laying.

Landscape planting has been underway through winter and our fencing contractors have been busily securing the boundaries of the road corridor.

Over the next 12 months, you will see all the parts of the construction jigsaw falling into place and this will be particularly evident as we construct the tie-in to the Johnstones Hill Tunnels and the connection to State Highway 1 (SH1) just north of the showgrounds.

We have been carefully planning the staging of these works so we minimise the disruption to SH1 traffic as much as possible, and we will give you notice as we move traffic around to accommodate the work phases. This will mean some speed restrictions through these areas to keep both the public and our workers safe. Please be patient and be assured we will minimise the disruption to you as much as we can.

If you have any questions, please do contact our very helpful stakeholder team or drop into our visitors centre at the Wyllie Road Project Office. You will be most welcome.

Ngā mihi, Robert



For more information, call the NX2 team on: 24/7 Freephone: 0508 P2WK INFO (0508 7295 4636) Email: info@nx2group.com Facebook: Ara Tūhono – Pūhoi to Warkworth Web: nx2group.com

