

UT PFH 29 – 1(i)

Beaver to Junction

Project Status

Beaver to Junction - Project Status

We are now in the final stages of the project and will be opening the roadway to public traffic on the 16th of November with no delays during non-work periods (prior to 7:00 a.m. and after 5:00 p.m. as well as Sundays and holidays). Once the roadway is open there will still be several operations conducted under traffic; these include; placing rock bolts, installing draped rock fall protection (wire mesh and cable nets), adjusting guard rail, removal of equipment (rock crushers, concrete plant, etc.), finishing slopes, completing and shaping the waste area and cleanup operations. These final construction operations will be conducted under single lane closures using flaggers with minimal delays from 7:00 a.m. to 5:00 p.m. Monday through Saturday.

In the event of severe weather that makes Kent's Lake Road/FR-137 impassable prior to the 16th, a passable roadway will be maintained through the project and traffic will be returned to SR 153 with no delays during non-work periods (prior to 7:00 a.m. and after 5:00 p.m. as well as Sundays and holidays) and closed to traffic from 7:00 a.m. to 5:00 p.m. Monday through Saturday until November 16th. As always emergency vehicles are allowed immediate access through the project.

The main bottleneck at this time is the point in front of the dam. Heavy rock excavation operations are continuing at this location. This is a very dangerous section to traverse as work is confined in this tight area; currently the only passage is on the edge of the shoulder with no room for a safety barrier on the right side of the roadway above the river. Uninterrupted this work should be complete and the roadway constructed in the next two to three weeks and weather permitting be paved prior to the opening of the roadway to traffic.

We understand the inconvenience this project has caused during construction and thank you for your understanding. Please visit www.cflhd.gov/Beaver for further updates.