

Yandina Streetscape Works

Project number: A9502

Road and Landscape Works – Farrell St and Stevens St

Mid-January to mid-March 2019 (weather permitting)

Construction update

The Yandina Streetscape Project Team would like to notify you that the road and landscape works are scheduled to begin early January. Works will start predominately at the Farrell and Low St intersection. These works include significant road reconstruction works.

Works around the Farrell and Stevens St intersection will then follow shortly after.

Works may occur in different areas where advantageous to expedite the construction program while being mindful of providing on street parking where safe to do so.

Refer to attached Yandina Streetscape Plan for scope of works to occur.

Start date

Works are programmed to occur from 9 January 2019 with all works complete by mid-March 2019, weather permitting.

Traffic and parking

Traffic management measures will be in place to ensure the safety of pedestrians and motorists.

To complete the Low/Farrell St intersection works a temporary detour of the southbound lane via North St, Railway St and Low St is required. This detour is currently programmed to occur from 14 January for a two to three week period (weather permitting) – refer Figure 1 Temporary Detour overleaf. This detour is to allow works to be completed in the shortest possible timeframe and in the safest manner, for both the construction team and motorists/pedestrians. All other works has been staged to allow two-way traffic. Signage will be in place to advise motorists of traffic changes.

Some on street parking will be affected during construction, however vehicle access to businesses will remain open or otherwise alternative access provided.

Further information

For further information about this project, please visit the website at: www.sunshinecoast.qld.gov.au or contact the Project Officer, Adam Stewart on 5475 7272.

Figure 1 – Temporary Detour (Farrell St southbound lane)
From Monday 14 January 2019 for 2- 3 weeks

