CONSTRUCTION NOTICE 12 -

WAIAWA NAVY WATERLINE PROJECT

Hawaiian Dredging Construction Company (HDCC), Inc., on behalf of the Naval Facilities Engineering Systems Command (NAVFAC) Hawaii, started work on the Waiawa Navy Waterline Project for Joint Base Pearl Harbor-Hickam on August 12, 2019.

This phase of the project will involve installing a water transmission pipe along 2nd Street between Lehua Avenue and the UH Urban Garden. Work will be done in approximately 60 foot sections with each section taking 7 work days. Residents and motorists near the project site are asked to observe all traffic signs, anticipate/plan for possible delays, monitor parking restrictions and drive with caution. Project updates will be available, 24/7, at www. waiawanayywaterline.com. All interested members of the public may signup at the website to receive automatic project updates, HDCC and NAVFAC Hawaii will make every effort to provide timely project information to the local community throughout this project.

Please direct all questions or concerns during normal business hours to the Waiawa Navy Waterline Project Team at (808) 392-1617 or email us at info@ waiawanavywaterline.com.

FULL PROJECT ROUTE:

PHASE LOCATION:

2nd Street

PHASE START DATE:

February 16, 2021

CONSTRUCTION **HOURS:**

Monday - Friday 7:30 a.m. - 3:30 p.m.

WHAT TO EXPECT:

- Waihona St. to Lehua Ave. Temporary traffic delays
 - Temporary lane closures
 - Temporary access closures
 - Short-term street parking and lane restrictions
 - Heavy equipment and workers on the roadway
 - Noise, dust, and vibration

APPROXIMATE PHASE COMPLETION:

10 week

Parking along the easement parcels, north and south on 2nd Street, will be restricted in the areas marked in red on the map below. Parking restrictions will begin on Tuesday, February 16, 2021 in the vicinity of the active work area. The contractor will open parking as they progress through the area. Parking barricades will be placed in advance to remind residents and motorists of the upcoming work.







