Absolutely Positively **Wellington** City Council

Me Heke Ki Pōneke



30 July 2024

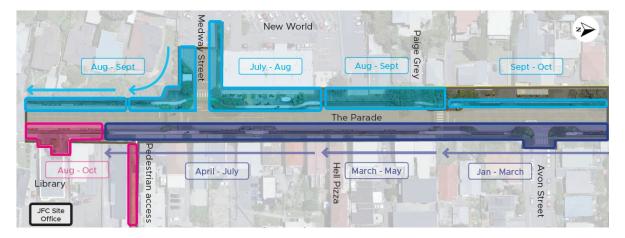
Island Bay Parade Safety Improvement and Upgrade

What we're doing

Good progress is being made on the western side of The Parade. New drainage has been installed on Medway Street. The new kerb and garden bed have been installed at the Medway Street end of the Parade. Take a look at the historic tram tracks that have also been laid near Island Bay Video. They represent a time when trams ran along The Parade.

Next week on 5 August, two crews will be working on The Parade. A drainage crew will be in front of the shops installing new drainage near Thirsty Liquor. A couple of angle parks will be temporarily lost while we carry out this work. A streetscape crew will be working on the southern side of Medway Street and in front of 150 The Parade. They will be installing the cycleway, new drainage, bike racks and a garden feature.

In the week of 12 August, we plan to start work on the northern end of The Parade between Thirsty Liquor and the northern pedestrian crossing. While we are working in this area, parking will be temporarily lost on the western side of The Parade. Parking on the eastern side of The Parade will remain open, as well as parking north of the pedestrian crossing, on Avon Street and on Medway Street. The Stop Go operation will be in place along The Parade 7:00am – 4:00pm Monday – Friday.



The project is on track to be completed in October 2024. See staging plan above for timeframes. Factors such as wet weather and encountering unknown underground services while completing drainage upgrades may affect completion dates.

Get in touch

If you have any construction queries during the project, please contact JFC:

IslandBayWLG@jfcltd.co.nz or 021 420 600.

For all other queries about the project, please contact Wellington City Council:

psd.islandbay@wcc.govt.nz or 04 499 4444

For more information about the project, visit <u>Projects - Island Bay village upgrades - Wellington City Council</u>