



2nd Avenue Subway Construction Look Ahead

LOCATION	S3 TUNNEL CONSTRUCTORS	DURATION
LAUNCH BOX	DESCRIPTION OF WORK	DECEMBER 1 ST
EAST SIDE		DECEMBER 20 TH
Work between 95 th and 94 rd Streets	Installation of cellar ties at 1808 and 1814 2nd Ave. Installing tunnel dewatering system under decking.	Monday thru Saturday
Work between 94 th and 93 rd Streets	Removal and storage of TBM excavated material under decking. EECruz-Tully JV: Interior demolition of Rainbow Hardware (Entrance One)	Monday thru Saturday
Work between 93 rd and 92 nd Street	Operation of vertical conveyor system. Removal of TBM excavated material. Trucking operations 7AM to 10PM	Monday thru Saturday
Work between 92 nd and 91 st Streets	Tunnel Boring continuing south – tunnel heading currently between 74 th and 75 th Street.	Monday thru Saturday
Work between 91 st and 90 th Streets	Continuing preparations for ground freezing	Monday thru Saturday

SAS Work Hours:*7:00 am to 10:00 pm, Monday through Friday 10:00 am to 7:00 pm Saturday Work Taking Place Under Decking 24 Hours

**BE ADVISED: Con Ed, Empire City Subway and Verizon may be performing cable and gas line work outside regular SAS construction Hours. Some of this work will take place on 2nd Ave between 91st and 96th St and will be intermittently carried out in support of the 2nd Ave Subway

If you have additional questions, please contact Claudia Wilson at (212) 792-9716 from 9:00AM to 5:00PM Monday through Friday, or contact the 2nd Avenue Subway Hotline 24 hours/7 days a week at (646)252-2670

Traffic updates 91st Street to 95th Streets

- Four lanes of traffic currently on WEST Side of 2nd Avenue
- Work zone is set up on the EAST SIDE of 2nd Avenue
- The EAST SIDE work zone will be approximately 40 FOOT wide, plus 7' sidewalk No Standing at anytime on the EAST SIDE of Second Ave 91st Street to 96th Street No Standing on the WEST SIDE 7AM-10AM and 4PM-7PM Monday-Friday except truck loading or unloading
- Parking ALLOWED on WEST SIDE 7PM-7AM Weekdays and all day Saturday and Sunday