



U.S. Department of Transportation
**Federal Highway
Administration**



Construction Update: Week of July 27-Aug. 2, 2020

NOTE: All work is scheduled weather permitting, and is subject to change without notice.

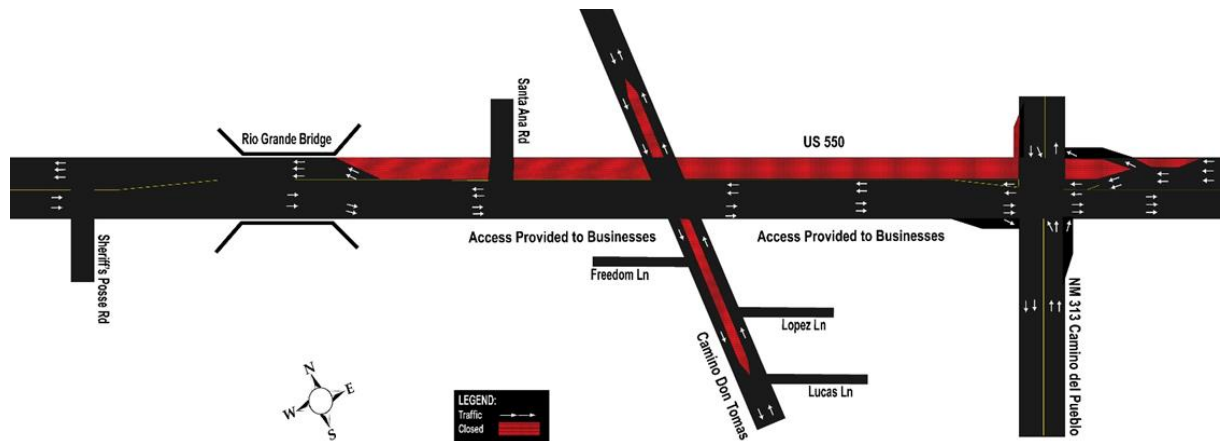
REGULAR WORK HOURS: Monday-Friday 7 a.m.-5 p.m. although crews may work longer hours or weekends if needed. **NOTE:** Crews will be installing water and sewer lines on U.S. 550 at Santa Ana Road from 10 p.m. each evening to 5 a.m. the following morning. No additional traffic impacts are anticipated.

CONTINUING: Between NM 313 (Camino Del Pueblo) and the Rio Grande Bridge on the north side of U.S. 550, crews are installing base course, working on storm drainage, and preparing for installation of additional curb and gutter. They are also installing water line and sewer line on U.S. 550 at Santa Ana Road.

The construction zone is on the north side of U.S. 550 and is separated by concrete wall barrier.

PLEASE DO NOT DRIVE BEHIND THE CONCRETE WALL

BARRIER. ACCESS IS PROVIDED TO BUSINESSES ON THE NORTH SIDE OF U.S. 550 VIA SELECTED DRIVEWAYS.



Two travel lanes in each direction (east and west) are provided on U.S. 550 and there is **no center left turn lane. Left turns are only permitted at signalized intersections (NM 313, Camino Don Tomas etc.)** Camino Don Tomas is open with one lane of traffic in each direction (north and south) north and south of U.S. 550. There are no restrictions at U.S. 550 and Camino Don Tomas.

MOTORISTS ARE ENCOURAGED TO EXPECT DELAYS AND TO GIVE THEMSELVES EXTRA TIME TO REACH THEIR DESTINATIONS.

FOLLOW THESE RULES IN THE CONSTRUCTION ZONE TO AVOID A TICKET!

1. Do not speed. Obey lower posted speed limits. Speeding fines are doubled in the construction zone.
2. Do not block intersections.
3. Do not turn left across a double yellow line. Left turns are ONLY allowed at intersections with traffic signals.

Questions, Concerns: Visit www.KeepMoving550.com or www.nmroads.com or contact Patti Watson – 505-245-3134, 505-269-9691, pattiw@cwstrategic.com.