

Mount Rainier National Park

Nisqually to Paradise Road Construction Update



Wayside Notes

What to Expect

The historic Nisqually to Paradise Road is the most common entry to Mount Rainier National Park. Like most roads that you travel, it too, requires maintenance and periodic repairs. Due to adverse winter weather road work must occur during the busy summer season.

This year the majority of work will occur between Longmire and Paradise with some work taking place between Nisqually Entrance and Longmire.

The road continually endures impacts from thousands of cars, buses, and RVs. It sustains damage from freezing, thawing, and rain. The road is also impacted by fallen trees and the river meandering too close.

Improvements to the road will preserve its integrity as a popular scenic drive and provide continued safe access for years to come.

Just the Facts: Paradise Roads

The scenic Paradise Valley Road was once the only road into and out of Paradise. This narrow, avalanche-prone road is now a seasonal one-way road traveled downward from Paradise in summer.

The current road to Paradise was built as part of a Mission 66 project creating a loop road when the Valley Road is open.

- **CLOSURES** this week include the Paradise Valley Road (does not affect access to Paradise), Kautz Creek Picnic Area, and Christine Falls parking lot.
- **Paving** continues between Nisqually Entrance and Longmire.
- **Trenching continues below Paradise on the Nisqually-Paradise Road.**
- **Know Before You Go.** Expect delays during daylight hours, Monday through Friday. *Currently no work is scheduled for Saturday or Sunday.*
- **Be Prepared.** Expect delays up to 15 minutes at one stop. *Total construction delays should not exceed 30 minutes between Nisqually Entrance and Paradise.*
- **Plan Ahead.** Restroom facilities are located at Longmire, Narada Falls, and Paradise.
- **Drive Cautiously.** Park roads are narrow and windy.

For more information go to:

<http://www.nps.gov/mora/parkmgmt/nisqually-paradise-road.htm>