

Road Construction Updates



September 22 - October 3, 2014: Sequoia and Kings Canyon National Parks

Are You Planning to See the Big Trees in Sequoia National Park?

You will find occasional 15-minute to 1-hour delays at various locations in Sequoia and Kings Canyon National Parks through October 2014, including delays to/from the General Sherman Tree, Crystal Cave, and Grant Grove. *Construction schedules may change with little notice.*

Plan Carefully to Maximize Your Fun and Minimize Your Delays

- Give yourself plenty of time to visit.
- Use the schedules below to plan a visit.
- Visit the parks' website for road construction updates and trip-planning info: www.nps.gov/seki.
- Call 559-565-3341 (8:15 a.m.-4:15 p.m.) daily in summer to obtain assistance in planning your trip. Stop by a visitor center, and ask a ranger to help plan your visit.

Generals Highway Construction

Overview:

Through October 2014, a construction project is planned on weekdays only, excluding holidays, along the Generals Hwy. (-main road through the parks) in Sequoia National Park. Night work is possible in the future. *Stay alert for flaggers and signs.*

One work zone on dates listed below:

- from Eleven Range to Wolverton Road

Sep. 22-26 (Mon.-Fri.)

Traffic passes thru at the top and bottom of the hour: 6:30 a.m.-6:30 p.m.

Eleven Range to Wolverton Road = one 30-minute delay, and one rolling delay of less than 5 minutes

Generals Highway Construction cont.

One work zone on dates listed below:

- from Eleven Range to Wolverton Road

Sep. 29-Oct 3. (Mon.-Fri.) Tentative

Traffic passes thru at the top of the hour: 6:30 a.m.-6:30 p.m.

Eleven Range to Wolverton Road = one **60-minute** delay, and one rolling delay of less than 5 minutes.

6:30 p.m.-6:30 a.m.

Expect rolling delays of less than 5 minutes near the Four Guardsmen. Road construction limits traffic to one-lane.

MAP: www.nps.gov/seki/parknews/index.htm

MOTORCYCLES & BICYCLES

Road project work may cause slick, oily, and hazardous road conditions. Slow down and be safe!