





# TURNBULL CANYON ROAD WILL BE CLOSED TO TRAFFIC ON MARCH 3RD; LOCAL ACCESS WILL BE MAINTAINED



Rendering of completed roadway overpass on Turnbull Canyon Road

#### WHAT

The Turnbull Canyon Road Grade Separation Project will separate the roadway from the Union Pacific railroad tracks on Turnbull Canyon Road in the City of Industry/County of Los Angeles. Turnbull Canyon Road will close to vehicular traffic at the railroad crossing between Salt Lake Avenue and Clark Avenue for construction of a two-lane roadway overpass. Upon completion, traffic congestion, potential collisions with trains and noise from train horns will be eliminated.

#### WHAT TO EXPECT

Turnbull Canyon Road will be closed at the railroad crossing north of Clark Avenue and south of Salt Lake Avenue. Motorists are encouraged to use 7th Avenue and Hacienda Boulevard as the recommended detour route for north-south traffic and Don Julian Road and Gale Avenue for east-west traffic (see map below). Sidewalks along Turnbull Canyon Road will be closed to pedestrian access at the railroad crossing. Local access to businesses and residences will be maintained. Please exercise caution in the vicinity of construction activities.

#### WHEN

Major construction will commence with the closure of Turnbull Canyon Road on **Monday, March 3, 2025** and will continue until approximately the summer of 2027 when the roadway is anticipated to reopen to traffic. Most construction will occur weekdays between 7 a.m. and 5 p.m.

Para información o preguntas, por favor llame al teléfono directo o visite el sitio web en:
For more information or questions, please call or visit:
(888) ACE-1426 or www.theaceproject.org

Thank you for your patience and cooperation...**At ACE, it's Safety First!**Note: Construction is a dynamic process and information is subject to change without notice.

Work activity is subject to weather conditions.







## **CONSTRUCTION ALERT**

### **ROAD CLOSURE INFORMATION AND DETOUR ROUTE**



SCAN CODE TO RECEIVE PROJECT UPDATES



