

What we are doing

Airlie Beach Lagoon/Foreshore works will soon commence to complete the Whitsundays Network Upgrade.

Works to join the new underground electricity cable within the Airlie Beach Lagoon/Foreshore area are set to recommence in late August.

Civil works are required to reopen an underground pit (adjacent to Whitsunday on the Beach Holiday Units) before Ergon's specialist high-voltage cable jointers mobilise on site to complete the cable jointing in early September. Civil works are also required near the public toilets on Airlie Esplanade.

The work areas will be cordoned off with temporary fencing to ensure the safety of the public, with a marquee and generator used during the cable jointing works to protect the pit from weather.

On completion of the cable jointing works, minor civil works will then take place to fully reinstate the areas.

What to expect

Access to businesses and Lagoon/Foreshore walkways are not expected to be impacted; however, pedestrians, residents, visitors, road/car park users, and nearby businesses can expect the following:

- Pedestrian management controls. For your safety and the safety of the workers on site, please follow any direction given.
- An increase in vehicular traffic in the area around the works site.
- Audible noise during the works.
- Reversing beepers and flashing lights are a safety requirement and will always be used during works.

Thank you for your patience while we complete these important upgrades to the electricity network across the Whitsundays.

Please note that all works are subject to weather and other site conditions and published timing may change.



Getting in touch with us

To keep up to date on this project, to provide feedback, or to **register for future updates via email or SMS**, please visit our project web page <u>Whitsundays</u> <u>network upgrade - Ergon Energy</u>. You can also contact our Senior Advisor Community Engagement, Lorelei van Dalen on 1300 495 565 or email us at: <u>NetworkProjectEngagement@energyq.com.au</u>