



The list below shows planned construction activities for the South Bay *Rapid* project. Travelers are encouraged to allow extra time to reach their destination or consider using alternate routes. Please note, construction schedules are subject to change.

Construction activities for the week of July 31

Heritage Road to Olympic Parkway – City of Chula Vista

- Periodic noise, dust, lane closures, and reduced on-street parking in both directions along East Palomar Street between Santa Flora and Heritage roads for construction of the dedicated transit guideway
- Lane closures at the intersection of East Palomar Street and La Media Road on Monday, July 31, and Tuesday, August 1, from 8:30 a.m. to 3:30 p.m., and on Wednesday, August 2, and Thursday, August 3, from 9:00 p.m. to 5:30 a.m., for lane resurfacing
 - Nearby residents should expect periodic noise and lights during overnight work hours
- Delays on East Palomar Street as crews perform traffic signal improvements at Olympic Parkway and Santa Rosa Drive intersections on Tuesday, August 1, and at Santa Andrea Street intersection on Wednesday, August 2

Olympic Parkway to State Route 125 (SR 125) – City of Chula Vista

- Periodic lane closures along northbound and southbound SR 125 between Olympic Parkway and Birch Road to accommodate construction of the transit guideway bridge
- Periodic lane closures along East Palomar Street between Olympic Parkway and View Park Way for utility work
- Periodic noise and dust along Impressionist Drive for construction of the bridge deck

Town Center Drive to Birch Road – City of Chula Vista

- Periodic noise and dust near the Otay Ranch Town Center as crews continue grading along Eastlake Parkway between Olympic Parkway and Kestrel Falls Road

Nicola Tesla Court – City of San Diego

- Periodic noise, dust, and reduced on-street parking at Nicola Tesla Court near the Otay Mesa Port of Entry for construction of a new sidewalk near the Otay Mesa Transit Center
 - No on-street parking on south side of Nicola Tesla Court