

WEEKLY CONSTRUCTION BULLETIN

(12/30/24 – 1/4/25)

Brooklyn Facility Project PROJECT#: BBJ-KFAC BOROUGH: BROOKLYN DATE ISSUED: (12/27/24)

The following is an anticipated work schedule for the upcoming week. However, due to unforeseen field and weather conditions, it may become necessary to change some scheduled work locations, operations, and dates.

DATE(S)	WORK HOURS	LOCATION	OPERATION
12/30/24 – 1/3/25	M-F / 6:00 am – 12:00 am	(275 Atlantic Avenue)	Foundation construction (Noise / Vibrations / Excavating soil and installation of structural, electrical, and mechanical components for the crane and building foundations / Work will take place inside the perimeter fencing with no public interaction)
12/30/24 – 1/4/25	M-F / 6:00 am – 12:00 am Sat / 9:00 am – 5:00 pm	(275 Atlantic Avenue)	Pile drilling (Noise / Vibrations / Drilling within site for foundation and crane structural support piles / Minimal dust expected with mitigation practices to be employed)
1/2/25 – 1/3/25	M-F / 6:00 am – 12:00 am	(275 Atlantic Avenue)	Installing de-watering system (Noise / Pump installed to remove underground water for further preparation of constructing the building foundation and core / Pump will run 24/7)
12/30/24 – 1/4/25	M-F / 6:00 am – 12:00 am Sat / 9:00 am – 5:00 pm	(275 Atlantic Avenue)	Debris and waste trucking (Noise / Removal of concrete, soil, and buried building remnants from the excavated site / Flaggers will direct pedestrian and vehicular traffic as necessary)

THERE WILL BE NO WORK ON NEW YEAR'S DAY, 1/1/25

WATER SHUT-OFF NOTIFICATIONS: IN ADDITION TO A 72-HOUR ADVISORY, PRIOR 24-HOUR NOTIFICATION WILL BE DISTRIBUTED/POSTED TO ANY / ALL AFFECTED LOCATION(S).

NO PARKING SIGNS: WILL BE DISTRIBUTED/POSTED 72 HOURS PRIOR TO THE TEMPORARY ELIMINATION OF STREET PARKING. PLEASE OBSERVE POSTED PARKING REGULATIONS IN CONSTRUCTION AREAS.

For further information: Contact **Lucien Allen**, the **Community Construction Liaison** at (917) 270 - 2370 or **BrooklynCCL@bbjnyc.com**

Eric Adams,
Mayor

Thomas Foley, P.E.
Commissioner

