GATEWAY TO GMH

Construction bulletin

September 2022

The delivery of the Gateway to GMH project is progressing, with works anticipated to be complete by the end of 2022.

The project is the first step in Turner Street's transformation into a key multi-modal movement corridor from the former General Motors Holden (GMH) site to the city and other innovation precincts.

City of Melbourne is partnering with the Department of Jobs, Precincts and Regions to deliver early works on the Gateway to GMH project. The works will introduce safe cycling, street greening, integrated public art and new technologies along Turner and Graham streets, linking with newly improved cycling conditions off-road along Lorimer Street and a connection north to River Esplanade.

Recent and upcoming works

Recently completed works include:

- excavation in preparation for the new walking and cycling path on the southern side of Turner Street, between Graham and Salmon streets
- installing underground communication infrastructure to accommodate and improve network capacity for future services

Upcoming works will include:

- laying the new walking and cycling path on the southern side of Turner Street, which will include sections constructed from asphalt, recycled glass and porous materials
- planting shrubs and other understory plants
- · installing traffic calming measures
- drainage works
- completing on-road linemarking and installing separation kerbs along Graham Street (between Turner and Lorimer streets)
- installing new solar lighting.



Gateway to GMH excavation works



Gateway to GMH footpath excavation works

Timing and impacts



Construction hours will remain 7am to 4pm Monday to Friday, and occasional Saturday works may be required.



Traffic management will continue be in place throughout the project to guide public road users and pedestrians.



Pedestrian and vehicle access in Turner Street will be restricted for short periods, but access to Turner Street properties will be maintained at all times.



While we will endeavor to keep noise levels to a minimum, some noise will be required.

