

Works Notice

Randwick Campus Redevelopment

March 2025

Night works and access changes – SCH1/MCCCC High Street service investigation works, March 2025

With construction of the new Children's Hospital Stage 1 and Minderoo Children's Comprehensive Cancer Centre building well progressed, out of hours activities and access changes are scheduled for early March to support structural works on the future High Street entrance forecourt.

Planned out of hours activities are scheduled over three nights from 10pm to 5am, commencing Tuesday 18 March and concluding on the morning of Friday 21 March.

Activities will include the establishment of investigation zones, identification of underground services and temporary removal of street utility hole covers to inspect services. This will require specialised equipment and/or asphalt removal and reinstatement, as well as temporary lighting for safety.

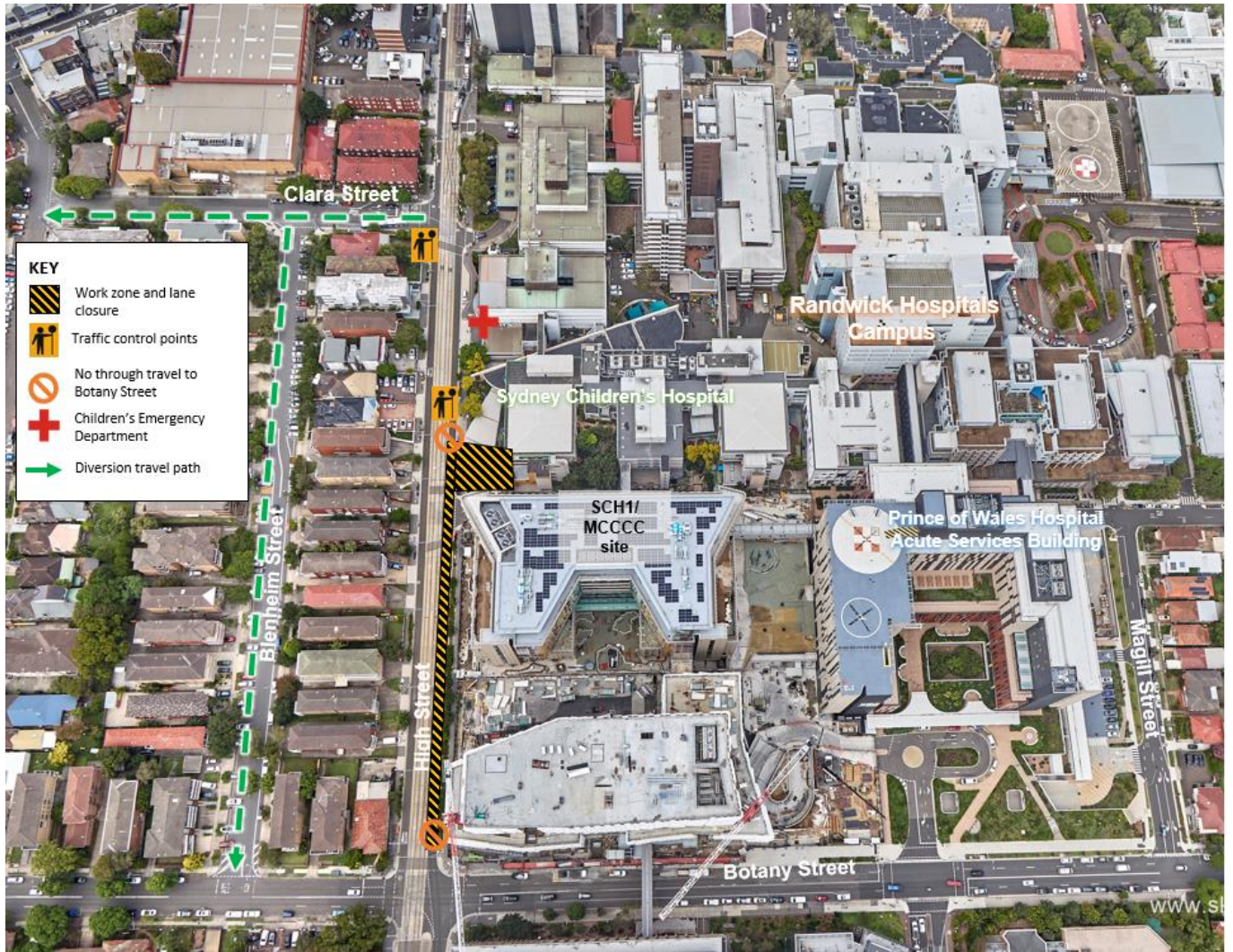
Some construction noise is likely as a result of these works, with mitigation measures in place wherever possible.

To facilitate these works, the westbound lane of High Street between the former Hospital Road intersection and Botany Street will be closed each evening from 10pm to 5am, with pedestrian and vehicle diversions in place. Traffic controllers and signage will redirect vehicles and pedestrians safely during each closure period.

Vehicle and pedestrian access to the Sydney Children's Hospital Main Entrance and Children's Emergency Department will be maintained at all times.

There will be no impact to Prince of Wales Hospital Acute Services Building or Adult Emergency Department access via Botany Street during these works, however, vehicles approaching Botany Street via High Street from the east will be detoured via Blenheim Street.

Location of works



All activity dates and times are subject to change, with contingency dates scheduled for Tuesday 25 March and Thursday 27 March, concluding on the morning of Friday 28 March.

Thank you for your patience as this important project is progressed.