

Improving For You

Upgrades ongoing at the North Sydney and Port aux Basques Terminals

We are committed to inform you of the many activities related to our shore-based renewal program at our terminal properties this fall and winter through regular updates during the construction phase. Our project plan has been designed to have as little impact as possible on our customers and operations during this period.

In Port aux Basques, the restaurant has re-opened for food service. In North Sydney, demolition activities of the former stevedore and administration buildings are underway and debris is being removed from our property. In addition, paving will begin at the southern expansion of the marshalling yard. While there should be no direct impact to customers during these activities, there will be an increased level of construction equipment entering and leaving our terminal property, as well as heavy equipment present near the buildings being removed.

Your safety is important to us.

During the construction phase, contractors will be working at various locations throughout our terminal properties. While the project plan has been designed to minimize the impact on our customers, we ask for your assistance during this period of increased activity. Please familiarize yourself with posted signage and avoid construction areas.

If you have any questions regarding our renewal process, please feel free to speak to a member of our team. Thank you for choosing Marine Atlantic.

Andrew Tobin
Manager of Customer Relationships

Activity during Week of December 3rd

North Sydney	Gulfspan Dock upgrade project underway (dock out of service) Ongoing trenching for electrical system upgrade (impact to onsite parking) Demolition of former stevedore/administration buildings (barricaded area) Ongoing expansion of southern marshalling yard (paving to begin)
Port aux Basques	Ongoing upgrades to interior of Terminal Building (showers out of service) Ongoing Gulfspan Dock Renovation Project (dock out of service) Ongoing Construction of new checker's building