

Port Access Road Project May 2019 Update

The Port Access Road will connect I-26 to the SC Ports Authority's new Hugh K. Leatherman, Sr. Terminal in North Charleston with two inbound and two outbound lanes for all port-related traffic. A new fully directional interchange will also serve local and commercial vehicles with a Bainbridge Avenue connector road, an extension of Stromboli Avenue, associated improvements to local streets, and improved I-26/Meeting Street access ramps.



Bainbridge Connector

Local traffic will be able to access the Port Access Road and its fully directional I-26 Interchange through the new Bainbridge Connector road. Tucked back by Shipyard Creek, construction of this new connector road is marching across the marsh. When completed, this new road will have 1041 feet of elevated structure. The thickness of the concrete deck is 20 inches!



I-26 Lane & Road Closures Ahead

Thank you for your patience, most of the concrete and steel girders have been set over King Street. These girders support the ramps to and from I-26 and the Port Access Road. Crews are now turning their attention to setting the girders leading up to, and then over, I-26.



Water Trucks

The Port Access Road project closely tracks rainfall and also days without rain. When there are dry days and windy conditions, the project's water truck gets to work. Driving around the work zone, this truck pumps and sprays 4,000 gallons of water before refilling.



Looking for more information? The Port Access Road Project website can be found at www.SCPortAccessRoad.com. You can also contact the SCDOT Project Office by phone- 843-580-8801 or by email scportaccessroad@gmail.com.

Photos: (top) Concrete and pier caps march along for the new Bainbridge Avenue connector road. (above left) Repairs have been made on formwork for the new Meeting Street ramps over I-26 after high winds caused damage on April 19th (above) The water truck drives around the construction site. (below) An April 2019 aerial photo shows mainline construction progress.

