

CONSTRUCTION UPDATE FOR WEEK OF JULY 31-AUG. 6, 2020
NM 68-US 64 ROADWAY PROJECT – PASEO DEL PUEBLO IN TAOS

NOTE: All construction is weather permitting and subject to change without notice.

[Update as of Thursday, July 30, 2020](#)

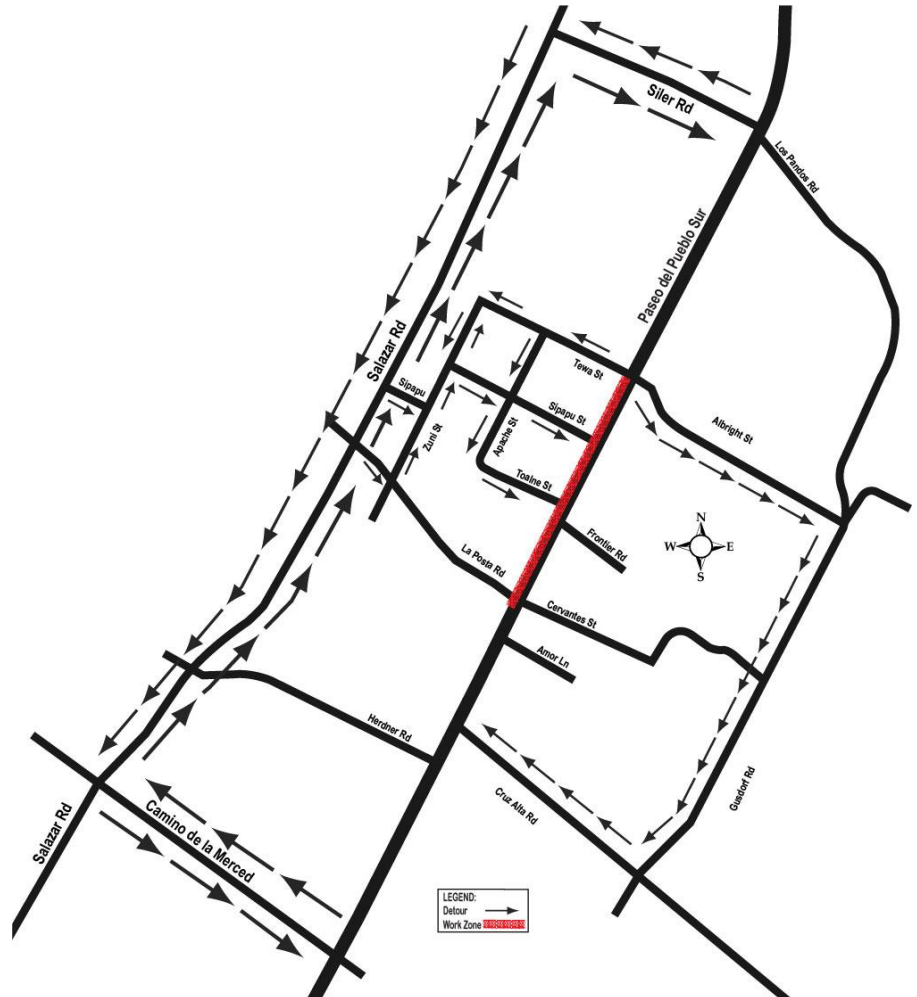
Construction is continuing on the **NM 68-US 64 Roadway Project on Paseo del Pueblo from La Posta Road north to Camino de la Placita in Taos**. Construction is expected to last until late 2021.

Crews are working on Phase 1B and Phase 1B-2 of construction.
(See Map).

The southbound lanes of Paseo Del Pueblo Sur are closed from south of the Tewa/Albright intersection to the La Posta/Cervantes intersection. Traffic is shifted to the northbound lanes. One lane of traffic is open in each direction (north and south). **All businesses have modified access in and out. Parking may be affected. Business access signs have been installed.**

During this closure, traffic may use detours as needed:

- Traffic headed south on Paseo Del Pueblo Sur can head west on Tewa Street, then south on Apache Street, then east on Sipapu Street or Toalhe Street to access local businesses. Or, traffic can head east on Albright Street, then south on GUSDORF ROAD, then west on Cruz Alta Road to access Pueblo Del Pueblo Sur.
- Traffic headed north on Paseo Del Pueblo Sur can head east on Camino de la Merced and north on Salazar Road to access La Posta Road and local businesses, or continue north on Salazar Road to Siler Road to access Paseo Del Pueblo Sur.



Additional phases of construction will follow. **Motorists, bicyclists and pedestrians traveling in the construction zone are encouraged to expect delays and give themselves extra time to reach their destinations.**

Regular work hours are **Monday-Friday 7 a.m.-5:30 p.m.** although crews may work longer hours or on weekends if needed. For more information, to ask questions or to sign up for free email updates, visit the project website, www.taosnm6864.com or call **505-269-9691**. Information is also available at www.nmroads.com.