

Work Zone Does Not Mean Play Zone

Spring is here, school is coming to a close and with it comes the understanding that young people will be out and about and looking for things to do. We understand the compelling attraction of construction zones, with all of the heavy equipment operating nearby, trenches being dug and the new mounds of dirt, large pipes and other construction materials within the work area. But as enticing as construction zones are, they are also extremely dangerous.

Every year around the country young people are injured or killed while playing in construction zones. We are aware of that sad reality, and we are doing everything we can do to keep people safe. Fences have been erected and notices posted, and our workers are always on the lookout for anyone who is in the work zone without permission.

Still, young people have been riding their bikes and playing in the construction area, especially after work hours. Fences have also been pulled down or cut to give access into the work area. It is reported, for example, that some young people were actually doing back flips off of our trench boxes. Such reports are frightening to us, and I'm sure they are frightening to parents and neighbors as well.

While we will continue to do everything we can to keep our work zones safe, we are asking you to join us in helping keep your children safe. Please talk with your children and their friends about the danger of construction zones and to **"Think Safety"** (if you want to get a taste of what we have been teaching them at school, please go to www.udot.utah.gov/pioneer and click on "School Info").

If you see children playing within construction zone, ask them to leave. At the very least, call our construction hotline **(1-877-222-3757)** and let us know what you have seen and we'll try to get someone quickly out there to take care of it.

It is our sincere hope that by working together we can help your children have a safe and fun summer outside the "danger zone."

Sincerely,

The Pioneer Crossing Team