

# Community update on improving safety throughout Morrison Road



Lifestyle and opportunity  
@ your doorstep

The City of Ryde is dedicated to the safety of its community. Through its Road Safety Initiative Council has identified Morrison Road as an area of concern due to the volume of traffic.

Therefore with the Member for Lane Cove and the Roads and Maritime Services, the City of Ryde is developing a package of traffic calming measures to reduce congestion and improve safety (for more details see map on back page).

This project has been made possible by Roads and Maritime Services through the NSW Government's \$100 million fund to improve traffic and increase safety across the State.

Have your  
**SAY**

**Have your say on this proposal**  
by **Friday 5 June 2015.**

Prior to any facilities/devices being installed and implemented along Morrison Road, Council would like your feedback through a short online survey on our website [www.ryde.nsw.gov.au/haveyoursay](http://www.ryde.nsw.gov.au/haveyoursay) by **Friday 5 June** to help us determine if any of the proposed treatments will have significant and unmanageable impacts on the local residents.

If you are unable to fill in this survey online or don't have internet access, please contact our Customer Service team on 9952 8222 to fill in the survey over the phone.

Let's  
**TALK**

## Community Drop In Session

Council will be hosting a community drop in session where you can discuss the project and any enquiries with project representatives.

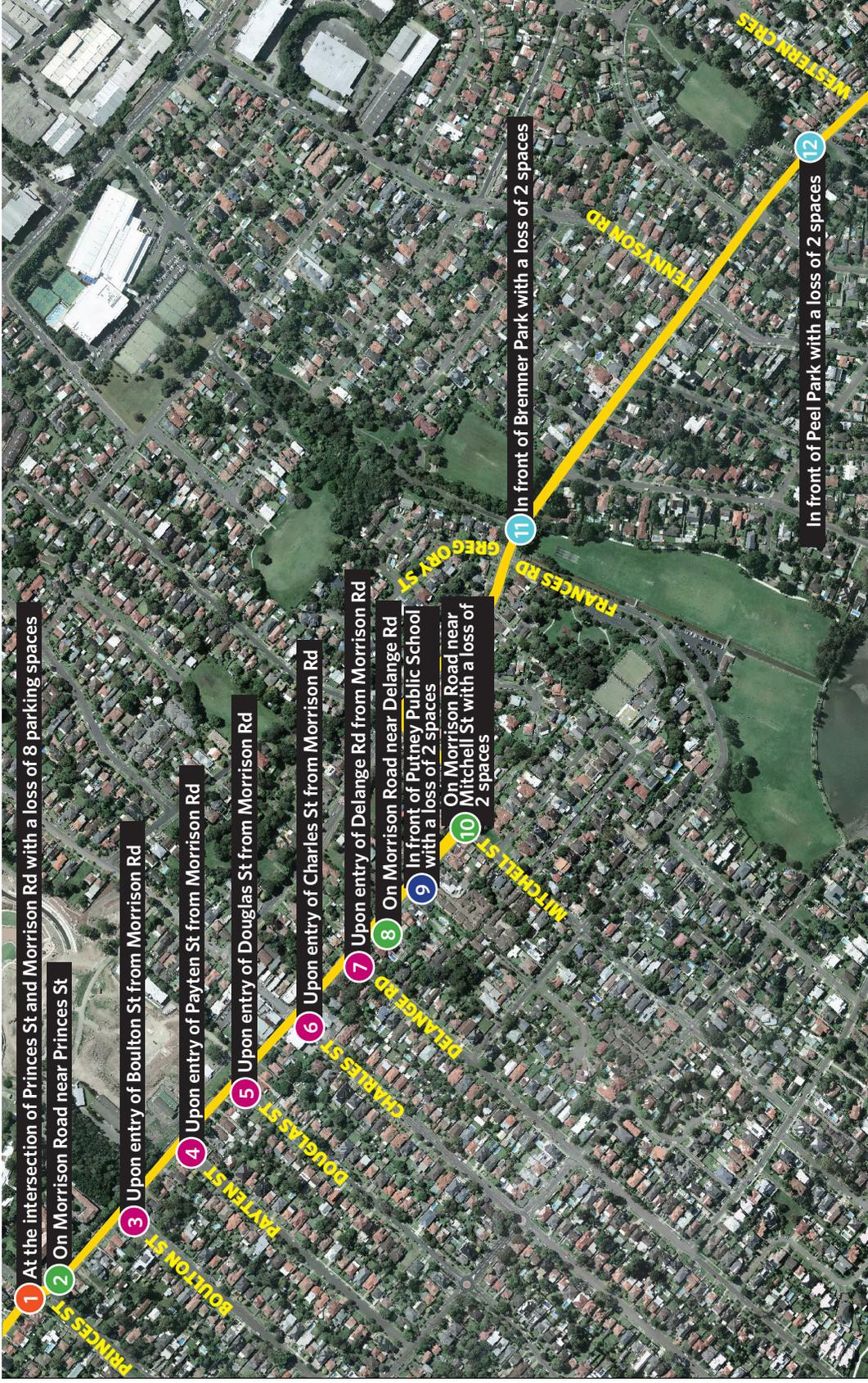


**Time:** 7.00 - 9.00pm

**Location:** Next Gen Health & Lifestyle Club  
504A Victoria Road  
Ryde

Subject to the acceptance of the proposed traffic calming measures, Council will then move forward to have the proposed treatments installed along Morrison Road.





**LEGEND**

- = New Roundabout
- = 40km/h Raised threshold
- = Flat top speed humps (West of Western Cres, East of Frances Rd)
- = 40km/h flush threshold
- = Kerb Blisters
- = Morrison Road



Photos above are indicative only