



Snowy 2.0 Work Notification

| Tantangara 12th December 2023



Controlled blast at Tantangara work site Scheduled from 7.30am, Tuesday 12th December 2023

Future Generation is excavating the Snowy 2.0 <u>Gate Shaft</u> at the southern end of the Tantangara Reservoir to start constructing the headrace tunnel that will link Tantangara to Talbingo Reservoir.

This excavation will involve carrying out a series of controlled blasts at the Snowy 2.0 work site inside the marine exclusion zone at Tantangara.

The surface blasts will allow the Snowy 2.0 construction team to excavate the rock support for the Intake structure on the western foreshore of the reservoir.

Access to the southern area of Tantangara Reservoir will be maintained during the controlled blasts.

Trails and camping grounds near Tantangara will remain open to visitors in the National Park.

Please note the schedule is subject to change at short notice.

What to expect

- An exclusion zone will be established 130 metres from the blast site on the western foreshore of the reservoir which will not extend beyond the existing marine exclusion zone.
- The exclusion zone will be in place one-hour before the scheduled detonations and will remain in place for up to one-hour after each blast.
- Public access to the boat ramp will be maintained during the scheduled detonations.
- The boat ramp, nearby roadways and reservoir will be patrolled to ensure safe access during the scheduled detonations.
- Each controlled blast is expected to last 20 seconds.
- The detonations will generate noise and vibration that extends some distance from the blast site. There will be dust in the immediate vicinity.







Blast area from Snowy 2.0 worksite at southern end of Tantangara Reservoir

For more information

Thank you for your understanding while we carry out this work.

If you have any questions, please contact the

Snowy 2.0 Community Information Line 1800 766 992 (1800 Snowy 2)

or Future Generation Joint Venture via email community@futuregenerationjv.com.au