

For More Information About This Project, Visit

townofpawleysisland.com/beach-renourishment



Project Updates



Additional FAQs

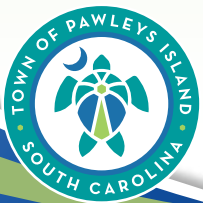


Project Maps



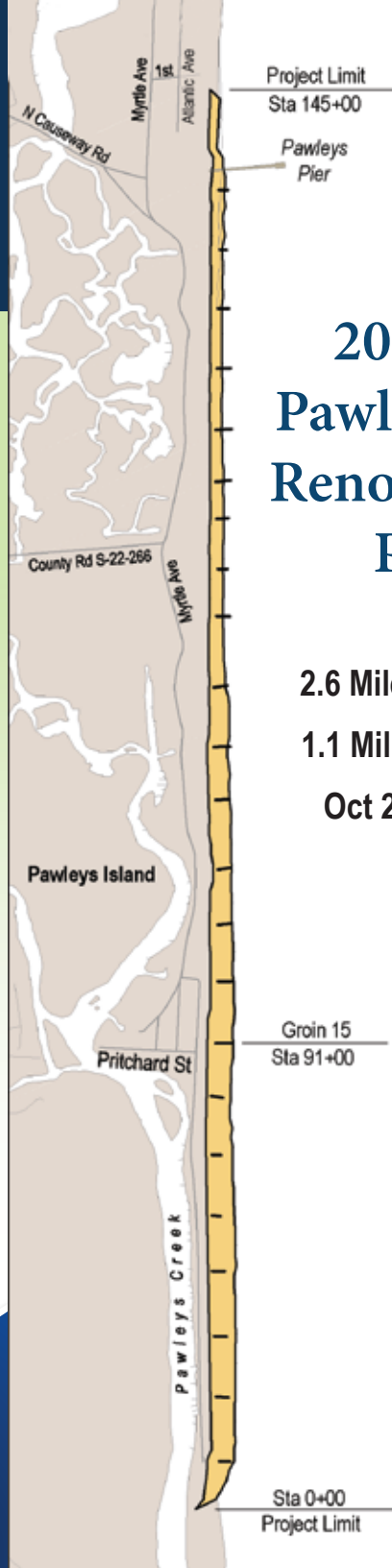
Project Plan

The Town of Pawleys Island thanks you for your patience with our much needed project – beach nourishment is vital to our town's future.



Town of
Pawleys Island
SOUTH CAROLINA

323 Myrtle Avenue
Pawleys Island, SC 29585
Phone: (843) 237-1698
www.townofpawleysisland.com



2019-2020 Pawleys Island Renourishment Project

2.6 Miles of Beachfront

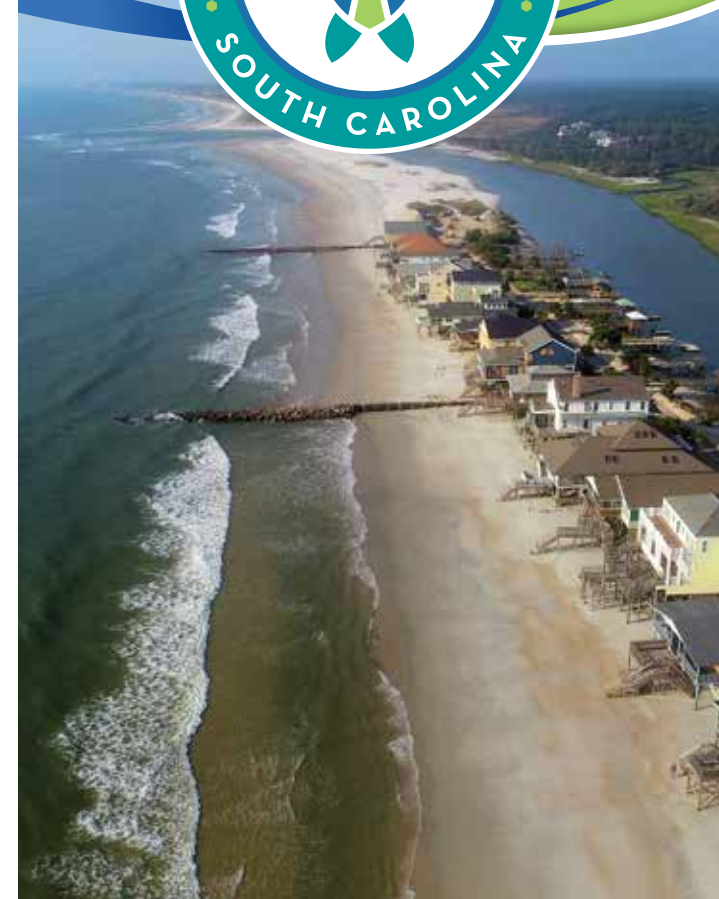
1.1 Million Cubic Yards

Oct 2019 - Feb 2020

www.townofpawleysisland.com

Pawleys Island Beach Renourishment

WORKING TOGETHER TO KEEP OUR BEACH
HEALTHY, PEACEFUL AND PRISTINE



Beach Nourishment

What is it?

Why is it Important?



Beach nourishment is the process of dredging and placement of large amounts of sand from offshore sand sources to widen the existing beach. Sources of sand may include a nearby sandbar, a dredged source such as an inlet or waterway, or an offshore borrow site along the ocean floor. The sand is placed according to an engineered plan with specific criteria for a built beach and storm protection.

The widened shoreline provides increased defense from coastal storms and beach erosion protecting communities, infrastructure, and property located along the shoreline. While increased protection is the primary purpose of the project, the additional beach area will benefit tourism and wildlife.

Frequently Asked Questions About the Pawleys Island Beach Renourishment Project

How will beach nourishment affect my visit to Pawleys Island?

Some areas along Pawleys Island will not be impacted by the renourishment project. However, if you are staying in or accessing beaches in Pawleys Island anywhere south of the 3rd Street public beach access between the months of October 2019 and February 2020*, you may be affected. Detailed sand pumping location information will be available on the progress map, located on our town's website. Depending upon the location of operations, you may experience some temporary construction noise, night illumination, and beach access diversions.

*This schedule is preliminary and may change based on weather delays.

Will construction occur certain days of the week or certain hours of the day?

The contractor will work 24/7 (including holidays) until the project is complete, depending on weather conditions.

Why does the project occur in the Fall?

Fall is an ideal time of the year to perform beach nourishment in the southeast. While weather and sea conditions are relatively mild, turtle nesting season has concluded and birds and other mobile organisms are less prevalent. Decreased tourism during this time of the year also minimizes impacts to rental properties and visitors.

How will construction affect my property?

About 1,000 feet of the beach will be directly impacted during construction at any one time and a portion of this area may be closed. Construction is expected to impact individual properties between 3-6 days. Once a section is pumped into place it should be re-opened for use within 24-48 hours. Sand ramps will be placed over a temporary pipeline at major public accesses, allowing people to get across and enjoy the beach seaward of the pipeline. The beach will be very wide after nourishment, giving people large areas seaward of the pipeline to enjoy. The newly built beach may also be a bit darker than the old beach, but it will quickly bleach out from the sun.

Will I be able to access the beach while the project is underway?

Yes! If construction limits access directly in front of your property, you may need to enter the beach at an alternate beach access. Beachgoers may park and access the beach through Shell Road, 3rd Street, 2nd Street, Pearce Street, and 1st Street.

Is construction noisy?

When construction operations are underway back up alarms from bulldozers and trucks will occur (as required by federal law). Lights will also be used on the beach throughout the night and may be visible from homes.