



I-95 ETL NORTHBOUND EXTENSION

Reconstruction of NB I-95, MD 43 to South of MD 152 – Project Update

Construction is ongoing northbound I-95 between MD 43 and south of MD 152. The northbound roadway is being widened to the outside to allow for the construction of two express toll lanes (ETL) in the median area. The future roadway configuration will consist of four general purpose, non-tolled lanes, and two ETL. Access to the northbound ETL from MD 43 will also be completed. As part of this project, the Raphel Road Bridge is being replaced to allow for the widened northbound roadway and future southbound improvements, and the Big and Little Gunpowder bridges are being replaced along northbound I-95.

The Maryland Transportation Authority (MDTA) will be extending the Express Toll Lanes (ETL) along northbound I-95 between MD 43 and north of MD 24, completing more than 10 miles of improvements. Governor Hogan announced the expanded \$1.1 billion program on June 15, 2018. These important traffic-relief initiatives will benefit Marylanders throughout the Baltimore region by giving drivers a safer and more efficient commute. The I-95 ETL north of Baltimore have been very successful, and we are pleased to be able to deliver even more traffic relief.

In addition to the I-95 northbound roadway improvements, the MDTA will replace multiple bridges that are more than 50 years old and provide several new noise walls. The I-95 ETL Northbound Extension Program will be completed in multiple segments.



Roadway widening and noise wall currently under construction

Noise wall construction adjacent to your community is ongoing along the northbound side of I-95. It is anticipated that the noise wall will be completed in spring 2023. The noise wall will enhance the quality of life for the residents in the Gunpowder Community by reducing the noise levels from the highway. The new noise wall will not eliminate the noise level but will reduce the noise level to be within the acceptable ranges as defined by state and federal guidelines.

