CLEVEDON MATTERS

What's going on with Watercare work in Clevedon?

Since 2018 we have been building a water and wastewater network that will serve the people and businesses of Clevedon for decades. You've probably noticed works have picked up again as we near the end of our project. Here's what we've done so far, and what's still to come as we near the end of this massive project.



Water and wastewater infrastructure

We have already installed over 27 kilometres of water and wastewater mains. These are the pipes that will bring drinking water into Clevedon and take wastewater away.

We have also built pump stations in Ardmore and Clevedon, which move the water and wastewater around the network.

Testing

We are now testing that infrastructure to get it ready to go. We've found some things that need fixing. That means in some places we are going back and digging down to the pipes to check on them.

Local water network

We are currently building the reticulated network, the smaller pipes which will run along your streets delivering water from the mains.

This will take place on the sides of roads and in berms wherever possible, and we hope will be less disruptive overall. This work has begun.

Chlorine dosing project

The water network is designed to be used by many homes and businesses, with water flowing through it all the time.

Until new developments connect up, we are going to run the water through an extra treatment process at an interim dosing plant. This will ensure it is top quality for everyone. We are building that plant now.

Once there are enough connections to ensure consistent flow we will disconnect this plant.

Vacuum pits and private plumbing

As applications for water and wastewater connections come in from across Clevedon, we are coordinating the connecting works to reduce disruption as much as possible. When you connect Watercare will install a connection to your property boundary. This might include the installation of vacuum wastewater pit in the berm and a water meter and connection to your property boundary.

