



Loop 9, Segment A: US 67 to IH 35E
 Dallas and Ellis Counties, Texas
 CSJ: 2964-10-006
 Public Hearing In-Person Options

PUBLIC HEARING LOCATIONS ★



VIRTUAL PUBLIC HEARING

The virtual public hearing can be viewed at any time beginning on **Thursday, Dec. 8, 2022 at 5:30 p.m.** through **Tuesday, Jan. 3, 2023 at 11:59 p.m.** To access the virtual public hearing, visit:

www.KeepItMovingDallas.com/Lp9SegmentA
 or
www.txdot.gov/loop9/segment-a.html

The virtual public hearing is not a live event.

The same information will be available at the in-person and virtual hearing.

In-person options for individuals who would like to participate in-person instead of online.



★ **Alan E. Sims Cedar Hill Recreation Center**
 Texas Room
 310 East Parkerville Road, Cedar Hill, TX 75104
 Thursday, December 8, 2022
 5:30 p.m. to 7:30 p.m.



★ **The Hamptons Event Venue**
 Main Ballroom
 196 N. I-35E, Red Oak, TX 75154
 Tuesday, December 13, 2022
 5:30 p.m. to 7:30 p.m.

Contact Information: TxDOT Project Manager Liang Ding, P.E., Liang.Ding@txdot.gov (214)320-6625

Loop 9, Segment A Public Hearing In-Person Options

Alan E. Sims Cedar Hill Recreation Center



**Alan E. Sims
Cedar Hill Recreation Center**
Texas Room
Thursday, December 8, 2022
5:30 p.m. to 7:30 p.m.

310 E Parkerville Rd., Cedar Hill, TX 75104
(between S. Joe Wilson Rd and S. Clark Rd)

From US 67

- Exit Tidwell St.
- Head east on Tidwell
- Continue on Parkerville Road
- Turn right at the Recreation Center

From the East

- Head west on E. Parkerville Road
- Turn left at the Recreation Center

The Hamptons Event Venue



The Hamptons Event Venue
Main Ballroom
Tuesday, December 13, 2022
5:30 p.m. to 7:30 p.m.

196 N. I-35 E., Red Oak, TX 75154

IH 35E Southbound

- Exit W. Red Oak Road
- Turn left on W. Red Oak Road
- Turn left on frontage road
- Turn right on Buckskin Dr. and right into parking behind building

IH 35E Northbound

- Exit W. Red Oak Road
- Follow frontage road past Red Oak Road.
- Turn right on Buckskin Dr. and right into parking behind building