

SEMPER SAFE



"STAY OFF CATFISH LAKE ROAD"

Catfish Lake Road is an unpaved secondary road filled with potholes and loose gravel located between Highway 70 in Craven County and Highway 58 in Jones County. The road is often used as a convenience short-cut to connect travelers from Jacksonville to Havelock. The main cause of most of these accidents is from speed. The loose gravel, washboards, ruts and potholes can cause the most experienced driver to wreck in the blink of an eye. Other contributing factors are low light and complacency, added with the road conditions, they create a deadly combination.

Even though the signs are posted for 55 MPH, that speed is often too high for the road conditions. Drivers can develop a false sense of security because the road is wide and flat. Some drivers are driving 10 or even 20 miles per hour over the posted speed limit. They may not see the hazardous condition until it is too late.

The accidents involving Marines and Sailors are preventable if they would follow the orders the Marine Corps has established. According to MCIEAST and II MEF order 5100.3, Limited use of Catfish Lake Road is prohibited for use by any military personnel, Privately Owned Vehicles (POVs), GSA vehicles, and tactical vehicles while on duty or leave or liberty status. Marines caught on the road can be punished under Article 92 of the Uniform Code of Military Justice (UCMJ). This order has been in effect since March 2010.

Catfish Lake Road may be used to travel ONLY if the Marines or Sailors have a legitimate reason such as hunting or fishing or engaging in any other lawful recreational activities in the Croatan National Forest.

Since 2009, over 125 accidents have been recorded. Ten people have died in the 14 mile stretch. Five of them were Marines, 3 children and 2 others adults. If you do not have legitimate recreational purpose for driving on the road, stay off of it. It could save your life.



The road is only part of the problem; the speed of the drivers is the other PREVENTABLE half.