Complete Streets Overview

JUNE 5TH 2018



Transportation Consultants



Today's Agenda

- Why do we need bikeable and walkable communities?
- Design considerations
- -- Lunch --
- Small group exercise
- Getting it done

Introductions

- Name
- Organization
- What do you most want to learn about bikeable and walkable communities?



A Complete Street is







Why do we need Complete Streets?



Who needs Complete Streets?

47%

of older Americans say it is unsafe to cross a major street near their home. 55%

of older Americans living in inhospitable neighborhoods say they would walk and bike more often if the built environment improved.

56%

express <u>strong</u>
<u>support</u> for
adoption of
Complete Streets
policies.

Who wants Complete Streets?

66%

of Americans
want more
transportation
options so they
have the
freedom to
choose how to
get where they
need to go.

73%

currently feel they have no choice but to drive as much as they do.



53%

of Americans would prefer to live in communities within easy walking distance of the community's amenities

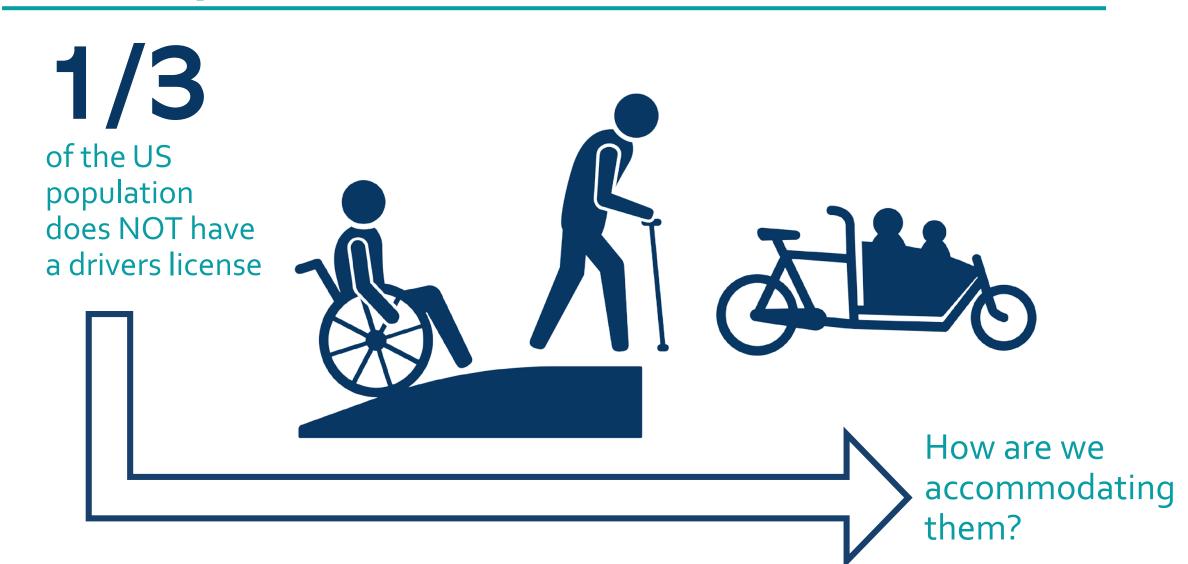
Benefits

What are the benefits?

- Mobility for all
- Health
- Economic Development
- Social Equity & Opportunity
- Safety



Mobility for All



Health

- We are moving without moving
- 60% are at risk for diseases associated with inactivity:
 - Diabetes
 - High Blood Pressure
 - Other chronic diseases

22 MIN. OF WALKING



19 MIN. OF WALKING

06 MIN. OF WALKING





Economic Development

Lancaster, CA

Reconstruction Project

- \$11.6m public investment
- 48 new businesses
- 802 new jobs
- Vacancy Rate: 4%
- Sales tax revenue: **↑** 96%

3 years later (2013)

- Total collisions fell by ~1/3
- Injuries among all users
- **♣**67%



Economic Development: Property Values

+1 point on the Walk Score scale



+\$500 - \$3,000 in home value

Social Equity & Opportunity

- Complete Streets give people more control over expenses
 - Transportation is the second largest expense for families: ~18% of their budget
 - Low-income households can spend up to 55% of budget on transportation

Tremendous Potential

Of all Trips:

78%

are less than 3 miles

80%

are less than 1 mile



65% are driven



Safety

32, 166 Total fatal crashes in 2016

Motor vehicle crashes were the **leading cause** of death for children age 10 and young people 16 to 23.

Safety

5,376
Pedestrians
were killed in
2016

On average, a pedestrian was killed every

1.5 hrs

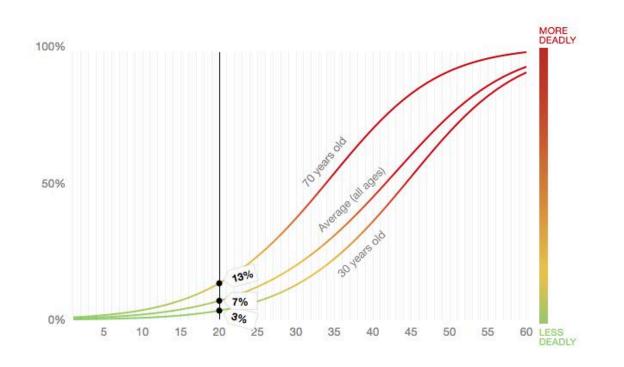
in traffic crashes.

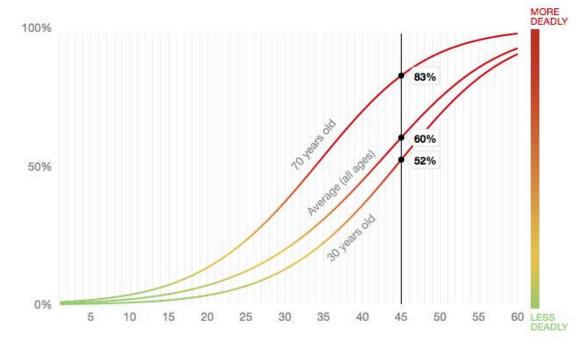
2.2%

of all motor vehicle traffic fatalities were cyclists

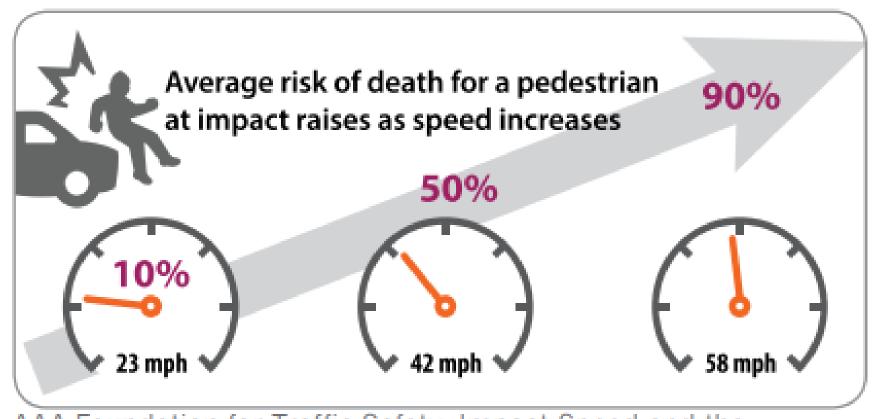
Speed

People walking and biking are 14-times more likely to be killed or severely injured





Higher speeds increase risk of death

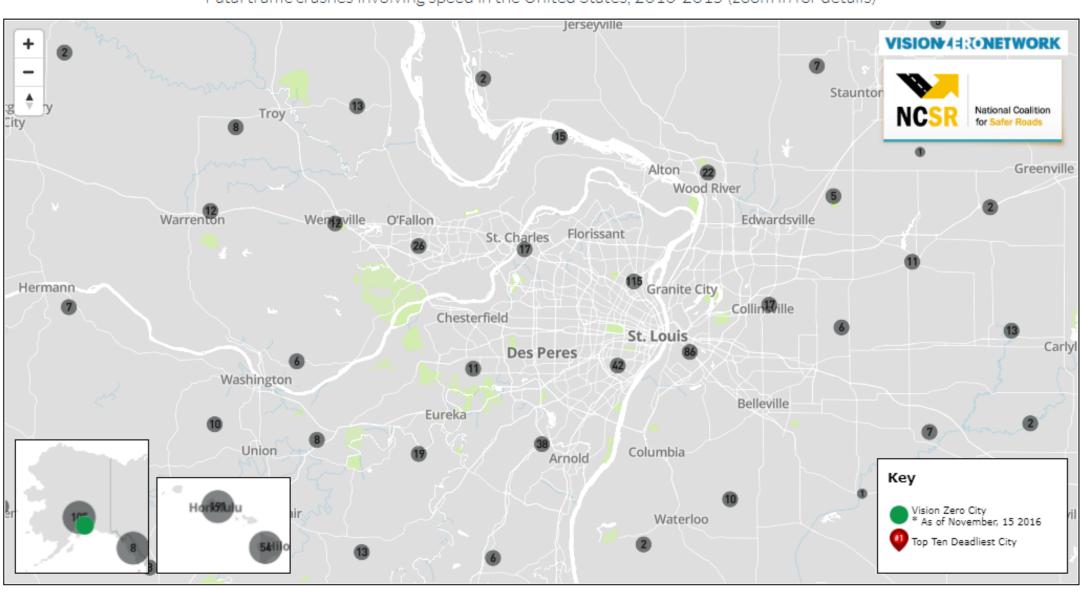


AAA Foundation for Traffic Safety, Impact Speed and the Pedestrian's Risk of Severe Injury or Death, September 2011.

NATIONAL SPEED FATALITY MAP HIGHLIGHTS TRAGIC LOSSES

Elevating safety over speed would save thousands of lives each year

Fatal traffic crashes involving speed in the United States, 2010-2015 (zoom in for details)



Benchmarking

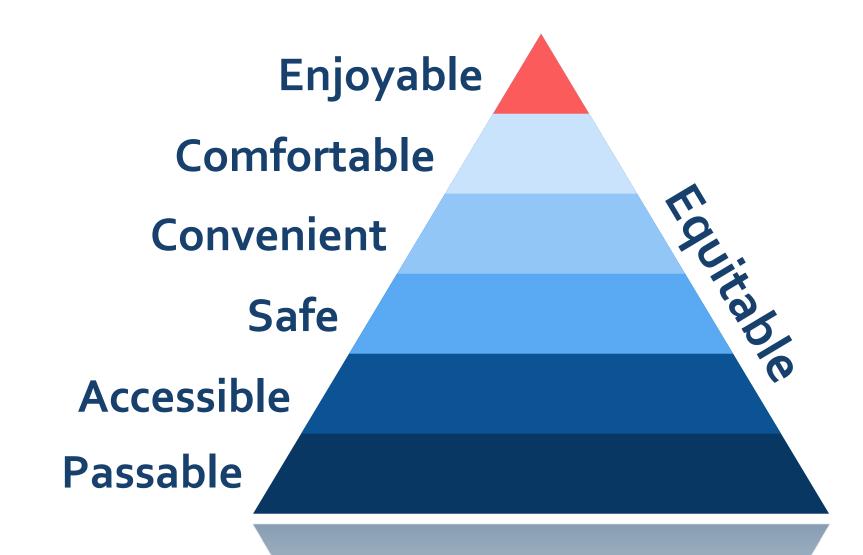
Should address what people want from their transportation systems:

- Convenience
- Safety
- Comfort
- Access
- Reasonable travel time
- Low cost
- Reliability
- Speed?



Basics of project evaluation

Agree to goals and objectives Determine best measures for goals Collect data Share results













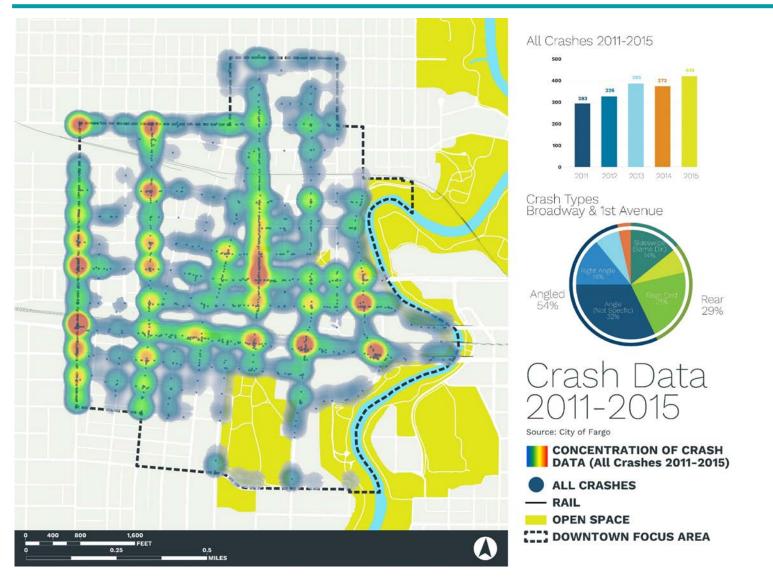


Metrics

Access

- Person trips, by mode
 - All trips, commuteonly
- Community connections -# people residing or working within set distance of facilities
- Presence of facilities, new and upgraded/refurbished
- Trip time and reliability







Metrics

Safety

- Injurious and fatal crashes, total and rate per mile, mode or user group
- Compliance with speed limit
- Adequate lighting
- Personal security, as measured by survey, number of crimes or calls for service



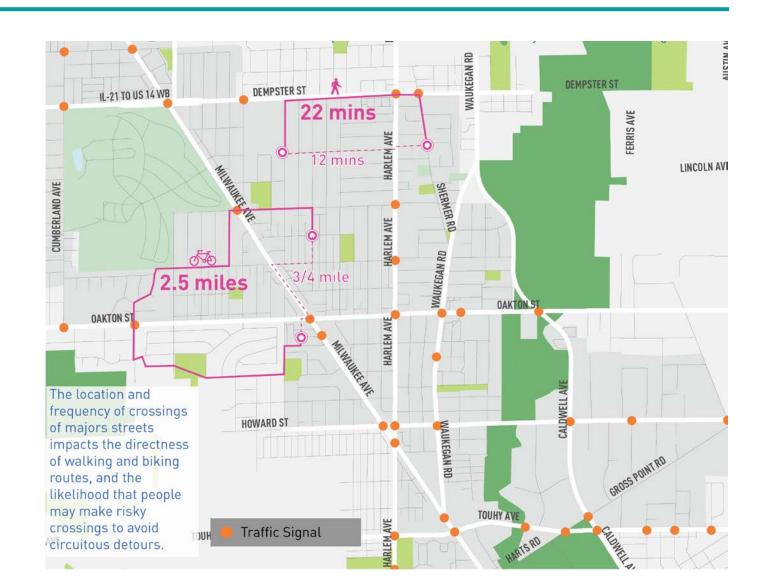




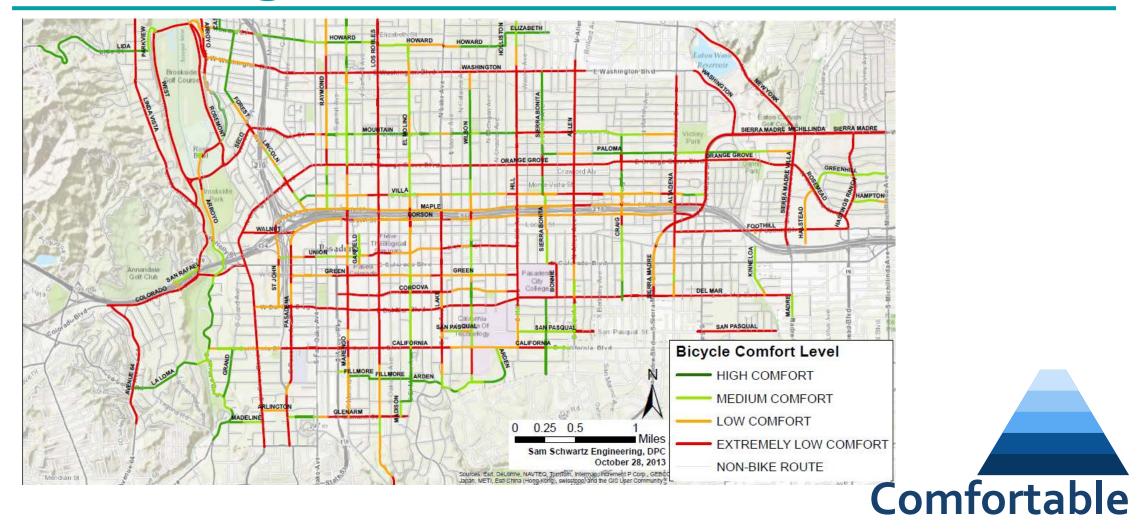
Metrics

Convenience

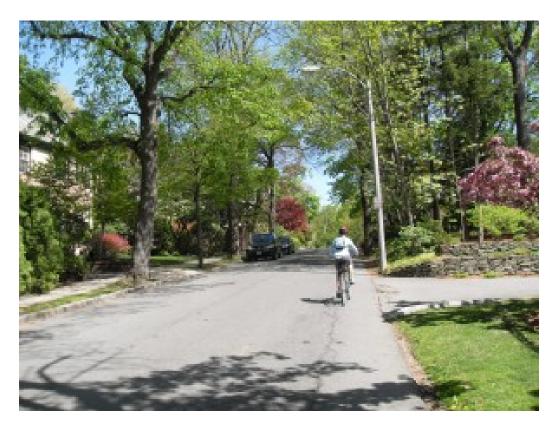
- Trip time and reliability
- Connectivity of networks
- Frequency of crossings



Measuring Success



What is comfortable?



LTS 1: "suitable for children"



LTS 2: "interested but concerned"

What is comfortable?



LTS 3: "enthused and confident"



LTS 4: "strong and fearless"

Comfort

- Level of traffic stress
- Tree coverage
- Pedestrian comfort, based on survey data



Strong and Fearless - 1%

Enthused and Confident - 6%

Interested, But Concerned - 60%

No Interest - 33%

Measuring Success

Uses & Activities

Project for Public Spaces Placemaking Checklist

Accessibility

Is the entrance visible from a distance? Are people present? Is the place used by a range of ages and Is it easy to identify what is going on in types of people? the place? Do people tend to use the space alone, Is the primary use or mission of the or do they cluster in groups? tenant agencies easily identifiable? That is, are there signs or other visual cues Do several types of activities occur that convey information about it? - for example, walking, eating, relaxing, reading, socializing, meetings, etc.? Is there adequate directional signage, maps and location information? Are many or most parts of the space Can people easily get there (e.g. they don't have to dart through traffic)? Are there obvious choices of things to do - that is, evidence of events and Do sidewalks, paths, or roads match activities that take place (e.g. a schedup with the directions in which people ule, a stage)? Is there information about wish to go? whom is responsible for events? Can people use a variety of transporta-Does the place's design relate to and tion options (bus, train, car, bicycle) to support events that take place there? get to the place? Is there a management presence or Does the place function for people with other evidence that someone is in special needs (is it ADA-compliant)? charge of the place? Do vehicles dominate pedestrian use of Do the uses and activities benefit buildthe space, or prevent them from getting ing vistors and employees? CHECKLIST CHECKLIST CHECKLIST

Comfort & Image Sociability Does the place make a good first Would you choose to meet your impression, both from afar and upon friends in this place? entering it? Are people talking with each other? Are there more women present than Are they smiling? Do people seem to know each other Is there a choice of places to sit (for by face or by name? example, either in the sun or shade)? Do they bring visitors to this place? Is there appropriate weather protection Do strangers make eye contact with (umbrellas, shelters)? each other? Is the space clean and free of litter? Is there a mix of ages and ethnic groups Does the space and the surrounding that generally reflects the community at area feel safe? Do people tend to pick up litter when Does the place meet the needs of the they see it? people using it? Do building employees volunteer to help program or maintain the place?



Place

- Public art
- Quality of environment for different modes and user groups
- Resident engagement in process
- Satisfaction among residents, merchants, visitors
- Seating available



Economy

- Access to jobs
- Temporary and permanent jobs created by project, including use of local workforce
- Investments leveraged from other sectors
- Land value
- Parking utilization
- Retail vibrancy



Equity

- Examine the distribution of **impacts AND benefits** on specific populations:
 - Age
 - Disability status
 - Income
 - Neighborhood
 - Race
 - Ethnicity
 - Gender



Examples

Complete Streets is NOT:

- One "special" street project
- A design prescription
- A mandate for immediate retrofit
- Only accomplished with special funding sources
- A silver bullet: other initiatives must be address:
 - Land Use (proximity, mixed-use, connectivity)
 - Environmental Concerns
 - Transportation Demand Management

There is no magic design formula

- One size doesn't fit all
- Doesn't mean every street has sidewalks, bike lanes and transit
- Fits the context of the community; land use and transportation needs



















Questions and Discussion?