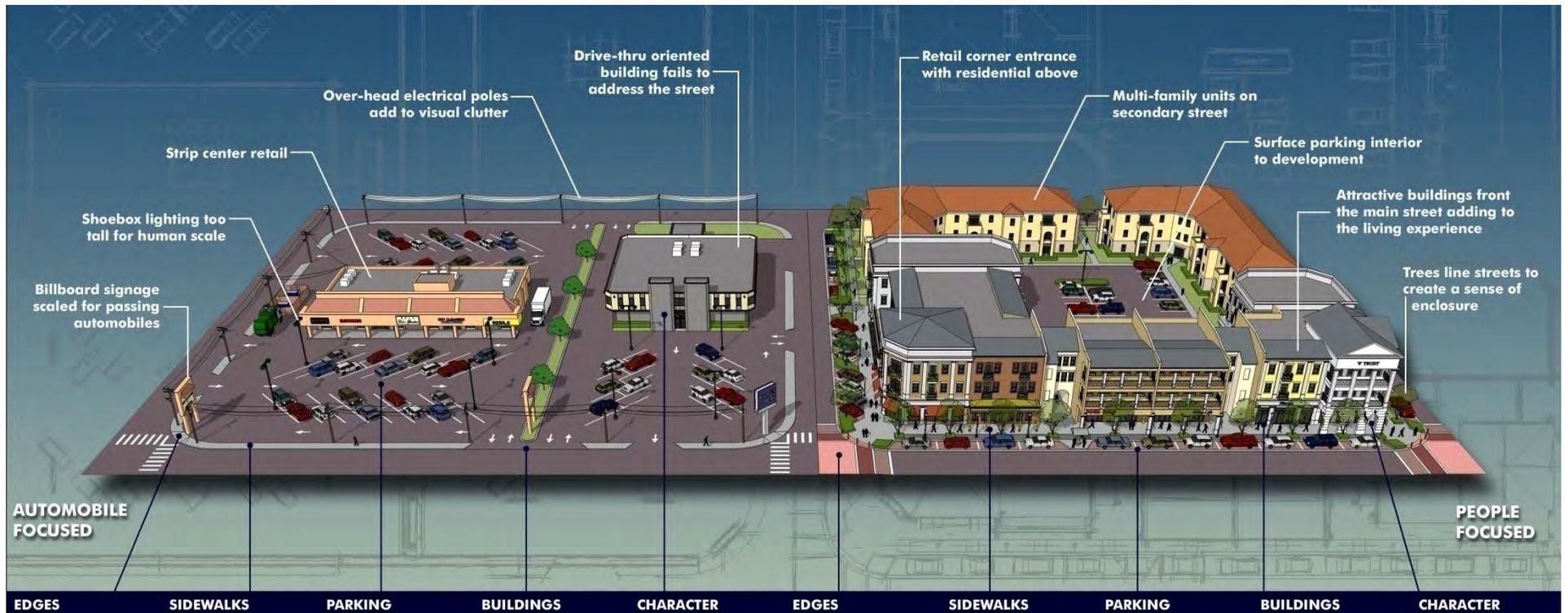


Part III: Tools to Encourage Walkability

People vs. Automobile Focused Design



Healthy School Siting

TOWN MAKER'S GUIDE: Livable Schools



STREETS/PARKING CROSSINGS DROP-OFF/PICK-UP SECURITY TREES SEPARATION SHARED PARKS INTERSECTIONS SIDEWALKS ACCESS

Steps to Walkability

Land Use

- Compact, lively town center or neighborhood
- Inviting public spaces (green spaces, parks, plazas)
- Neighborhood amenities within a ¼ of a mile (grocer, school, medical)
- Inspiring, well maintained streets that reinforce place
- Diversity of prices and stock (well-maintained homes/businesses)

Transportation Systems

- Right-sized streets with design speeds matching the posted speed
- Traffic volumes and speed distributions as expected
- Street treatments to encourage active transportation
- A connected network of streets, trails and transit

Users' Behaviors

- Evidence of diverse users (age, income and ability)
- Active transportation evidence (pedestrians, bicyclists and transit)

Overall Impression

- Land uses and transportation systems support each another

Plan for Walkability



Use Treatments to Support Walkability



**Four Foot Maximum
Height Fence**

**Add Buffer For
Shy Distance**

**Five Foot Minimum
Width Sidewalk**

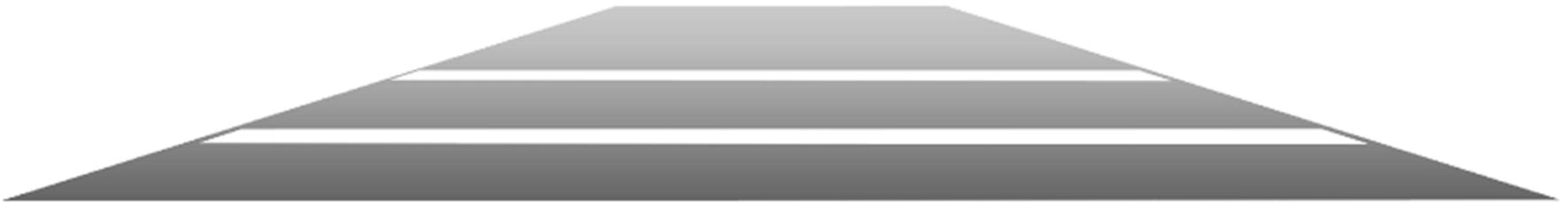
**Planter and
Furniture Zone**



Baldwin Park, Orlando, Florida

Crosswalk Visibility

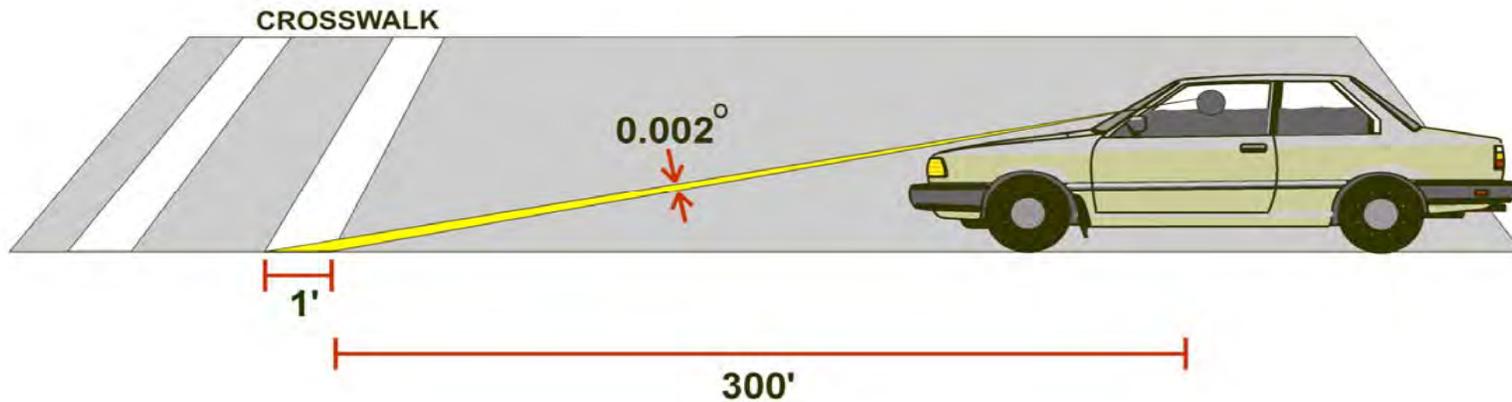
Crosswalk Marking Types



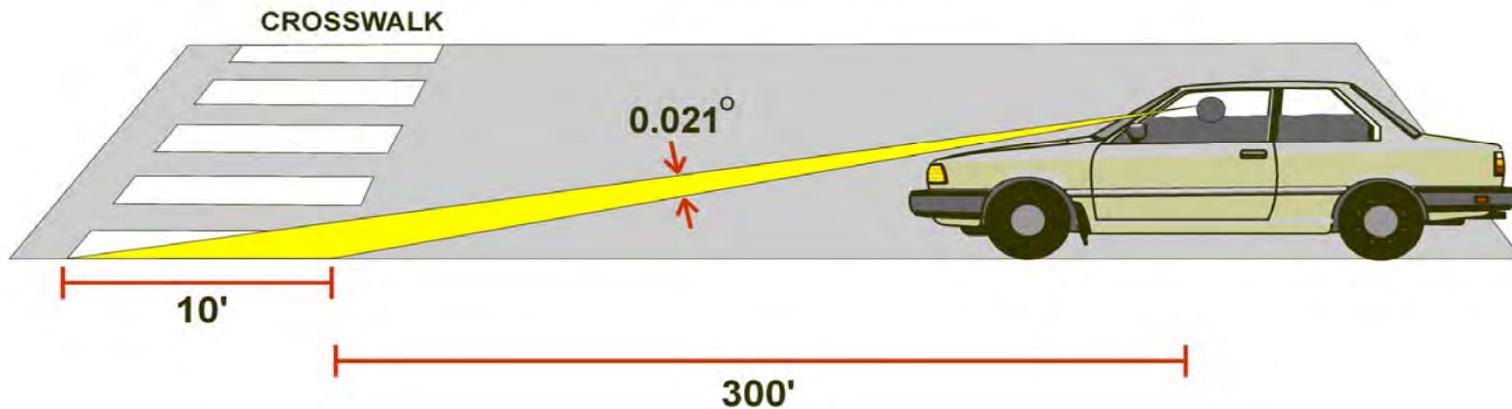
Crosswalk Visibility

Longitudinal markings are more visible to a driver from afar

LATERAL 12" STRIPE



LONGITUDINAL MARKING



Crosswalk Visibility



Crosswalk Visibility



Raised Intersection



Raised Crossings



Raised Crossings



Bold Signage



Pedestrian Refuge Island



Curb Extensions



Mini Circles



Right-Sized Lanes & Median



Bike Lanes



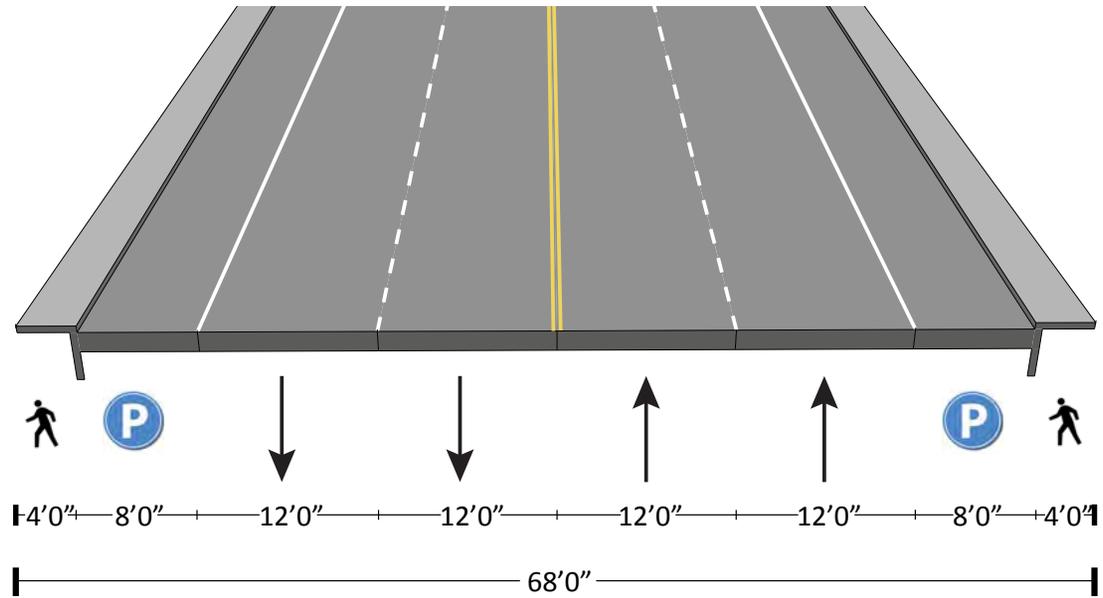
Colorized Bike Lanes



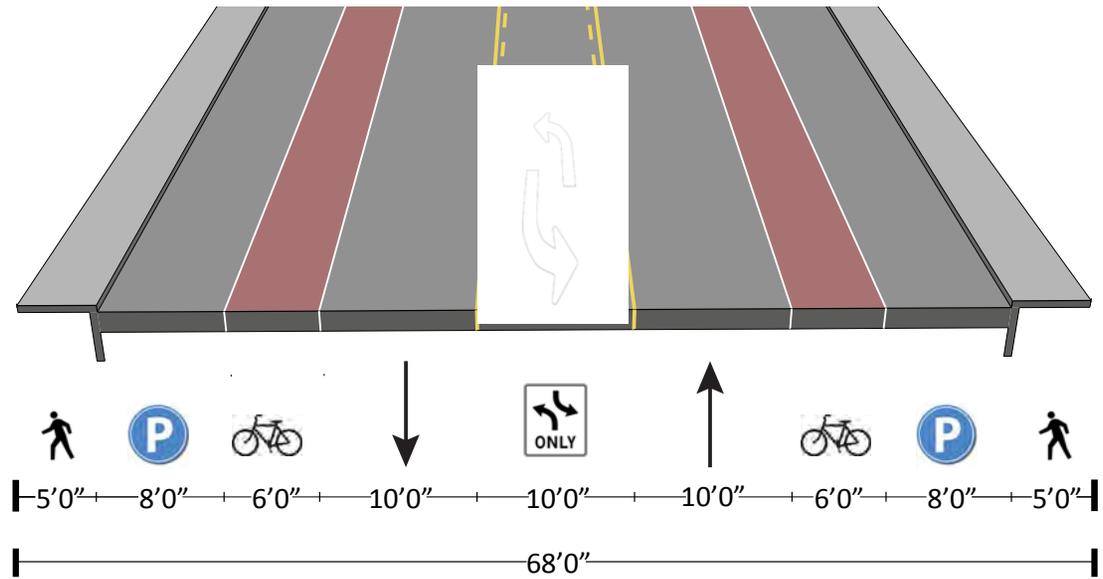
The Road Diet



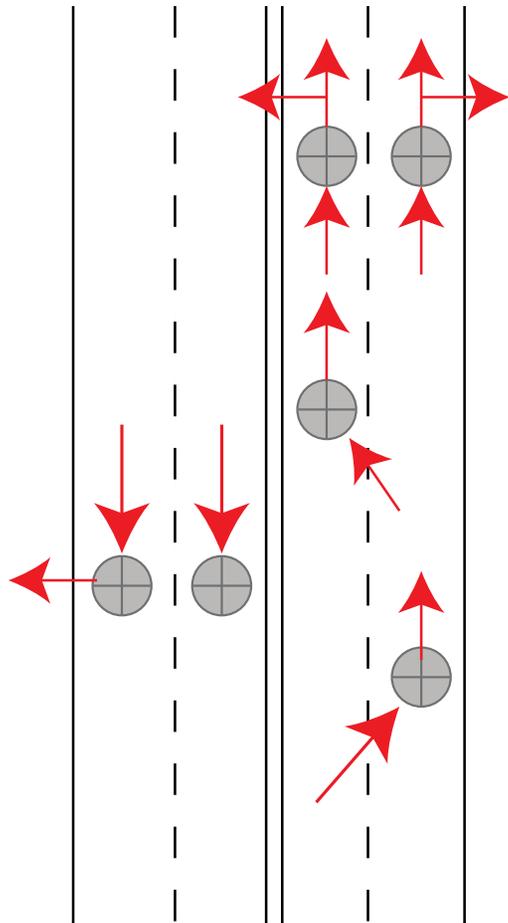
Before Road Diet



After Road Diet

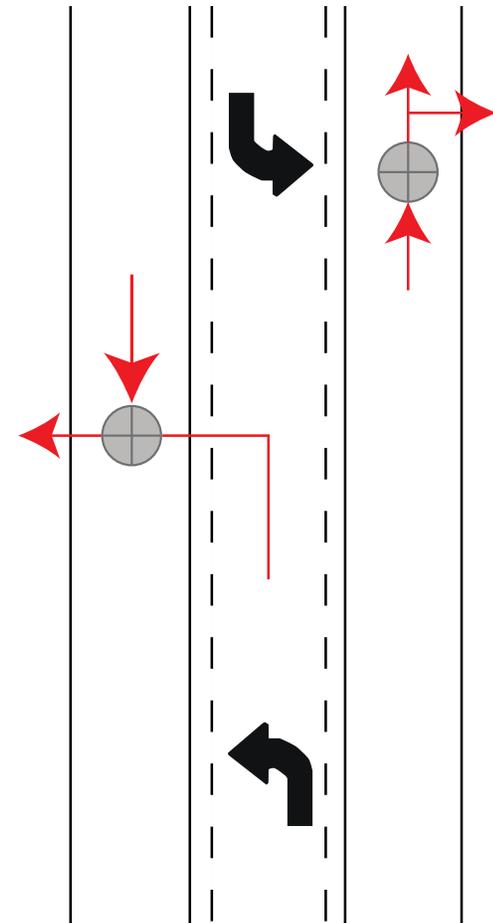


Conflict Points



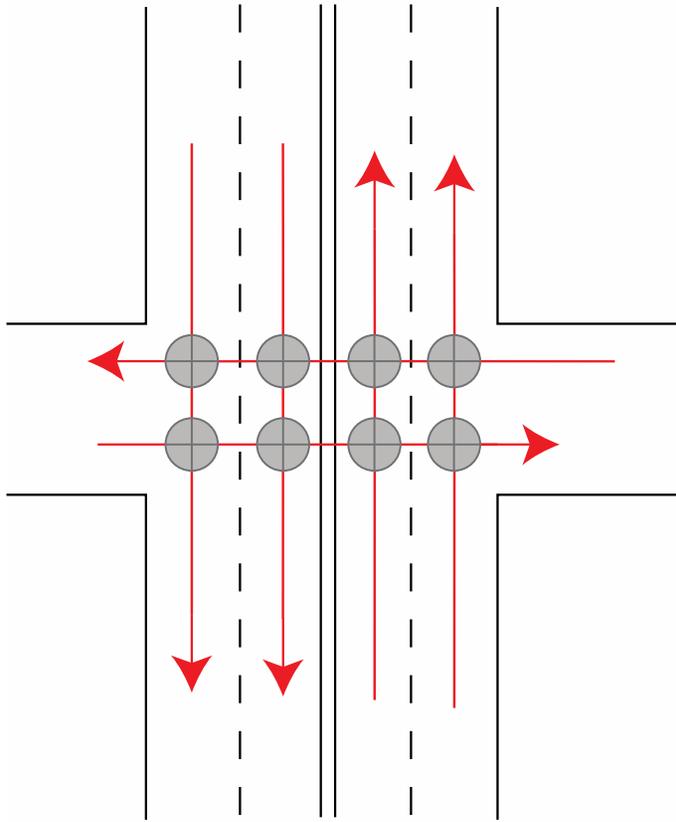
Four Lane Undivided

Conflict
Points



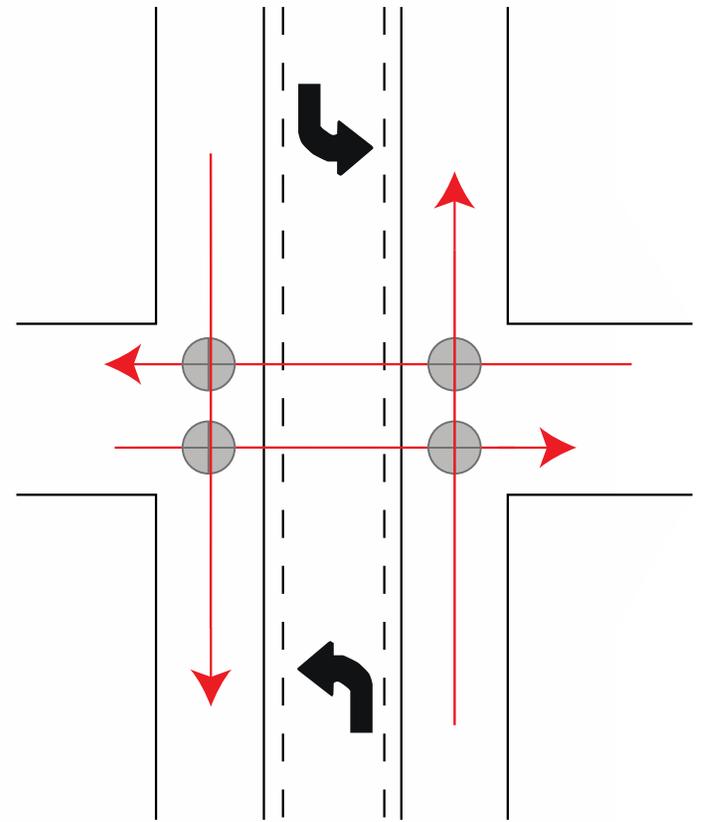
Three Lane

Conflict Points



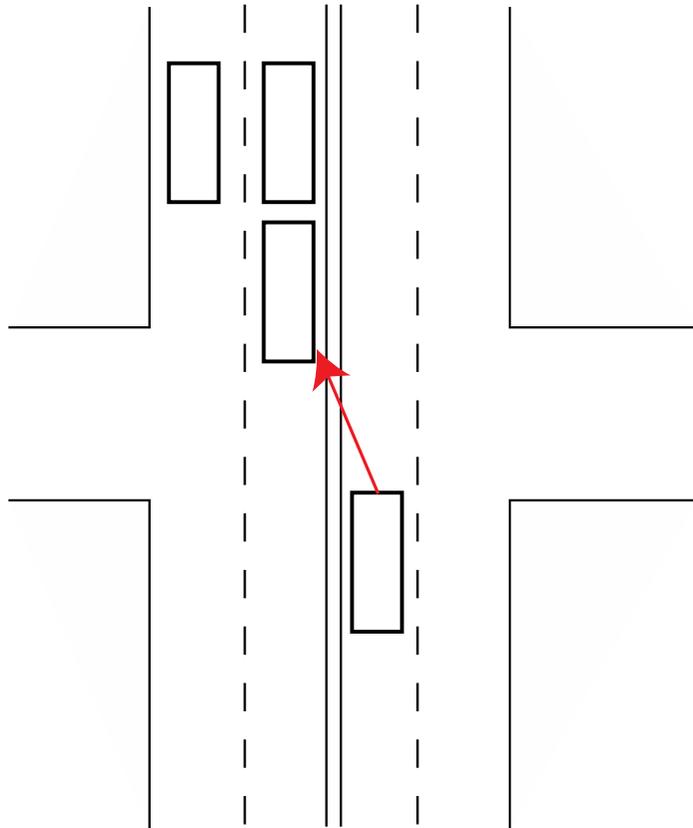
Four Lane Undivided

⊕
Conflict
Points

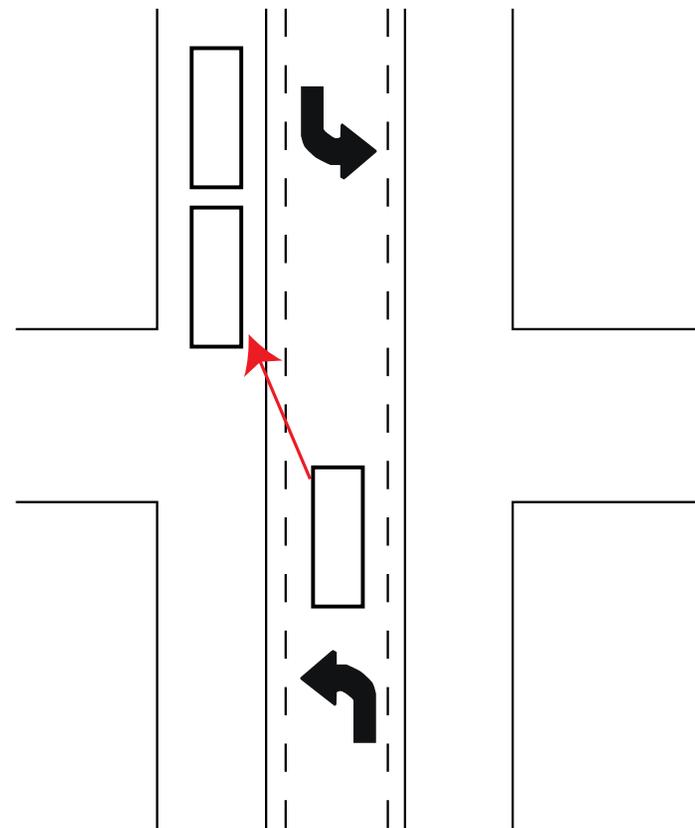


Three Lane

Conflict Points



Four Lane Undivided
(Outside Lane Traffic Hidden)



Three Lane
(No Outside Traffic to Hide)