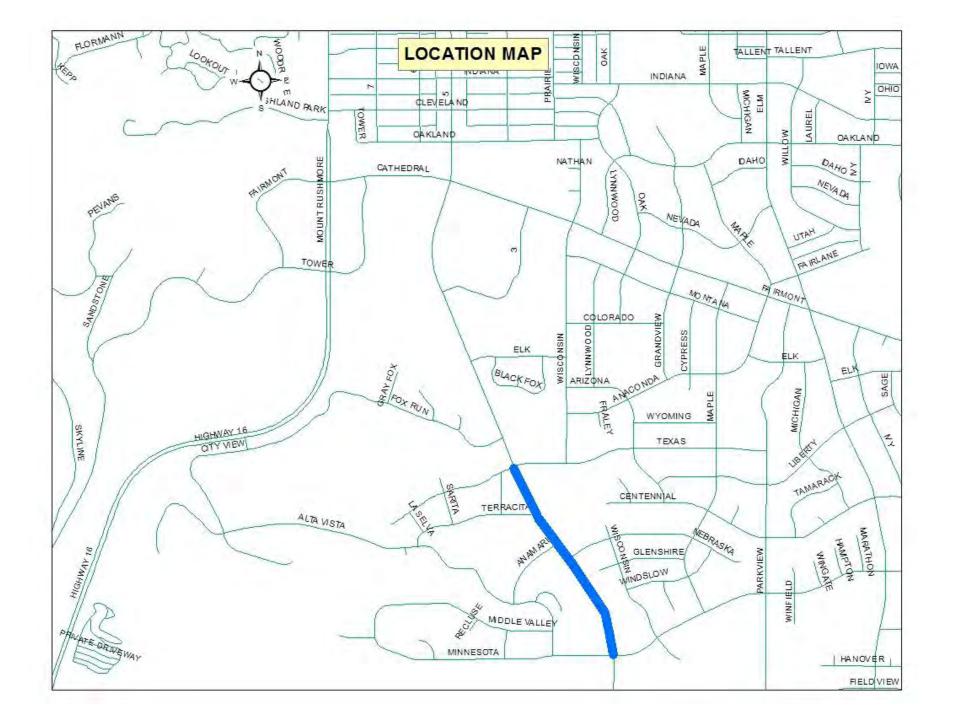
5th Street Texas St. to Minnesota St. Center Turn Lane

26 June 2012 Engineering Services Division Public Works Dept.



Background

- Mid 1970's Texas St. to Fairmont Blvd.
- Mid 1990's Minnesota St. to Texas St.
 - Recommended to be 5 lanes
 - Constructed as 4 lanes
- May 2012 Citizen concern at Town Hall Meeting

Part 1 – Engineering Reasons for Adding Turn Lane

Capacity

- Access points
- 20-30 per mile
- High volume generators
- Very high through volumes

Part 1 – Engineering Reasons for Adding Turn Lane

5th St. between Texas St. and Minnesota St.

- 10 driveways per mile
- Low crash potential
- Low volume generators
- Relatively low through volumes (11,840 vpd)

Part 1 – Engineering Reasons for Adding Turn Lane

Crash Pattern

- Number of rear end crashes
- 3 between 2009 and 2011

- Nationally accepted "Green Book"
- American Association of State Highway Transportation Officials
- Founded in 1914 first standards in the 1930's
- A Policy on Geometric Design of Highways and Streets

<u>Urban Arterial</u>

- Ideal 12 feet wide
- 11 feet wide common
- 10 feet wide acceptable for auxiliary lanes or low speed

Why Does It Matter?





8 feet – 2 inches wide

9 feet – 2 inches wide

Why Does It Matter?

- AASHTO <u>Highway Safety Manual</u> (2010)
- 9% increase in crashes for 10 foot lanes
- 21% increase for 9 foot lanes
- 5-7% capacity decrease

5th St. between Minnesota St. and Texas St.

- Existing 12 foot wide lanes
- 48 foot wide pavement
- Re-striping creates 9 foot wide lanes

AASHTO "Green Book"

"...lanes 9 feet wide may be appropriate on low-volume roads in rural and residential areas."

Part 3 – Existing Substandard Segments

Crash Rates

- Annual crashes per million vehicle miles travelled
- City-wide average = 1.62 (Arterial Street Safety Study)
- 5th St., Oakland St. to St. Francis St. = 2.9
- 5th St., Texas St. to RCRH = 1.5
- Haines Ave., Monroe St. to Nowlin St. = 1.8

Summary

5th St., Minnesota St. to Texas St.

- No capacity problem
- No crash pattern
- Pavement width precludes re-striping