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Choose your own adventure

- How we got here the history of traffic engineering
- The impact of travel demand forecasting
- The impact of traffic engineering assumptions
- Traffic calming toolbox
- The case for traffic calming & "alternative modes"



How we got here

History of traffic engineering

Cities

The purpose of cities is to advance efficient and effective exchange

The "transportation purpose" of cities is to minimize long-distance travel.

The "land use purpose" of cities is to concentrate the components for civic life.



Cities + Automobiles





U. S. DEPARTMENT OF COMMERCE

ROY D. CHAPIN, SECRETARY

BUREAU OF THE CENSUS

W. M. STEUART, Director

MORTALITY STATISTICS

1929

From 1924 to 1929 there was a continuous increase in the death rate from motor-vehicle accidents in the registration States of 1900, the rates ranging from 19.8 in 1924 to 27.4 in 1929; in the States of 1910, the rates ranged from 19.8 to 28.8 and in the States of 1920, from 17.5 to 26.5. The District of Columbia is always included in the groups "States of 1900, 1910, or 1920."

Today's rate?

10 per 100,000

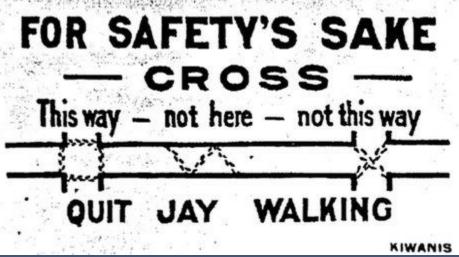
32,000 fatalities per year





Social Engineering







Jaywalking in the dictionary - 1924



1961: A love affair?

Merrily We Roll Along: The Early Days of the Automobile Implication of the Impl





Groucho Marx narrates this episode of NBC News' "Project Twenty" series detailing the explosive social changes brought about by the introduction of the automobile in the early 1900s.

Starring: Groucho Marx **Runtime:** 52 minutes

Available to watch on suppor







Highway Capacity Manual (HCM)

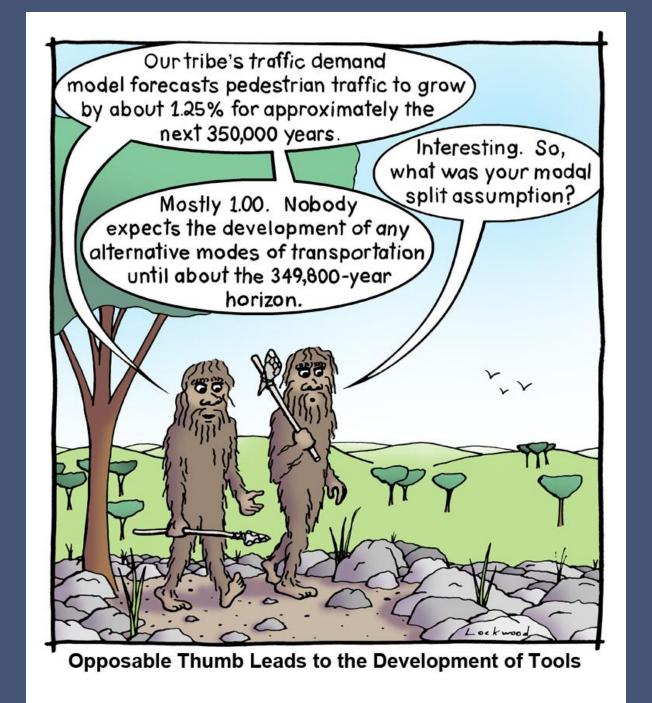
- First Edition (1950)
 - 147 pages
 - 8 chapters
- Third Edition (1985)
 - 500+ pages
 - 14 chapters
- Fifth Edition (2010)
 - 1,189 pages
 - 23 chapters
 - 3 volumes
 - \$5 Million research since 2000 edition





Travel demand forecasting

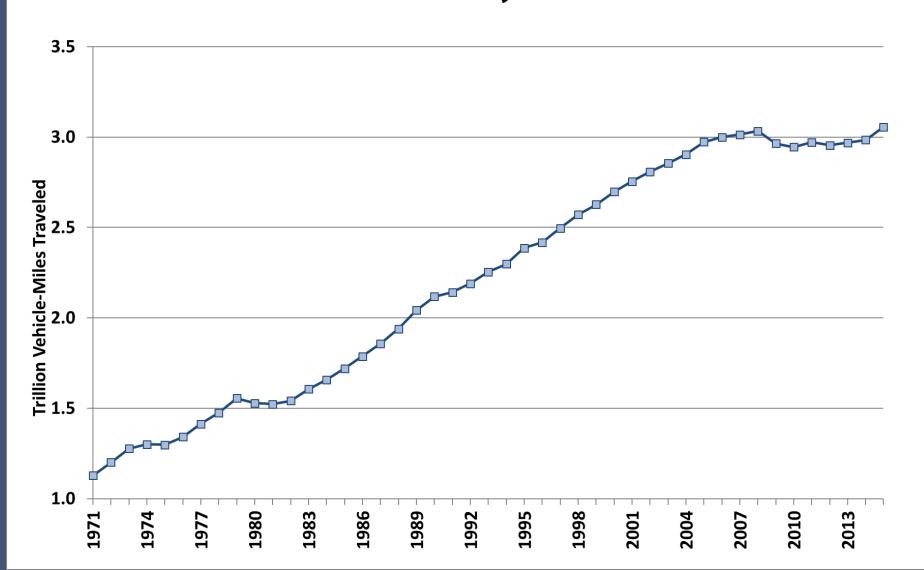
How it shapes our cities

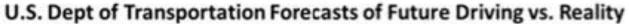


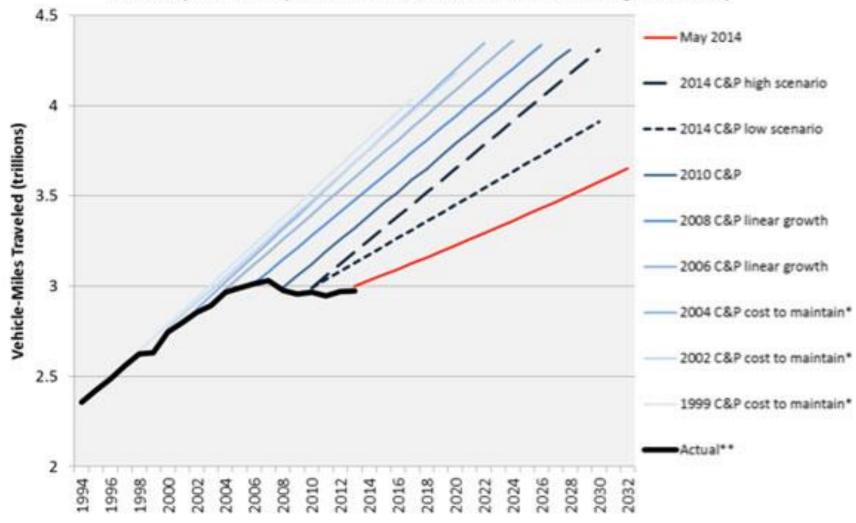


Vehicle Miles Traveled

US Vehicle-Miles Traveled by Year







C&P scenarios depicted based on linear growth; FHWA May 2014 forecast on compound growth.

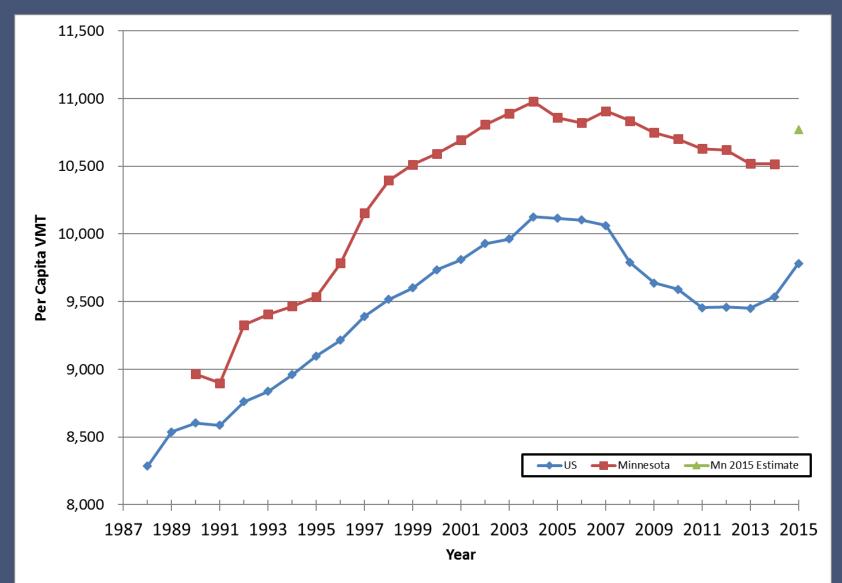
Frontier Group



^{*} Based on "Cost to Maintain" scenario.

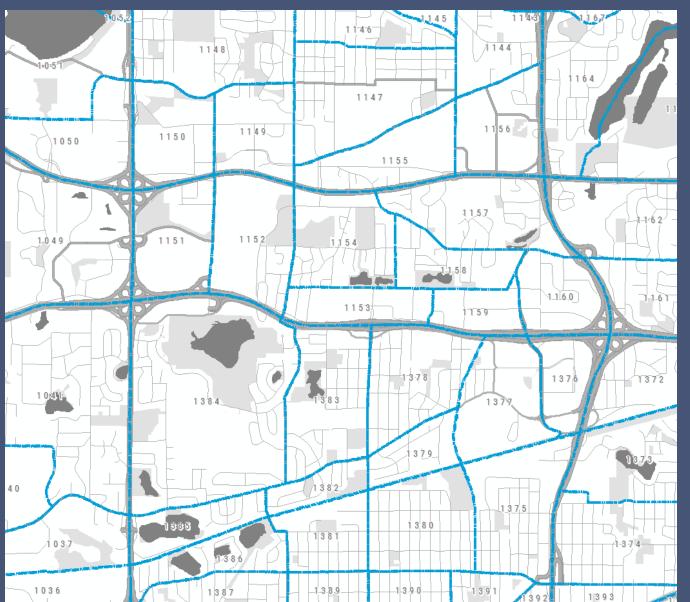
^{**} Data through 2012 from FHWA Highway Statistics; 2013 data from FHWA Traffic Volume Trends: FHWA: Federal Highway Administration; C&P: Conditions & Performance report.

Minnesota VMT





Traffic Analysis Zones are too big





If you plan cities for cars and traffic, you get cars and traffic...

Project for Public Spaces

Traffic engineering assumptions

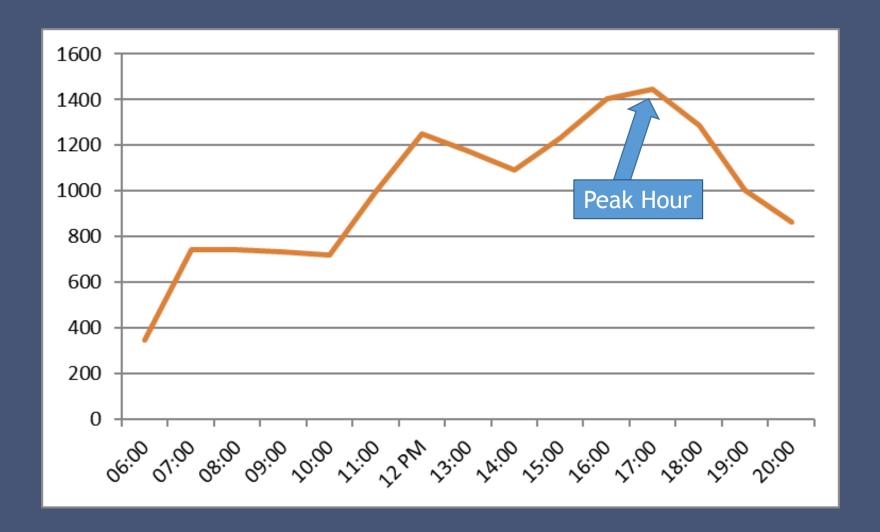
How they impact our cities

Assumptions

- Use of the "peak hour"
- Future year and growth rates
- Trip generation
- Level of service & delay



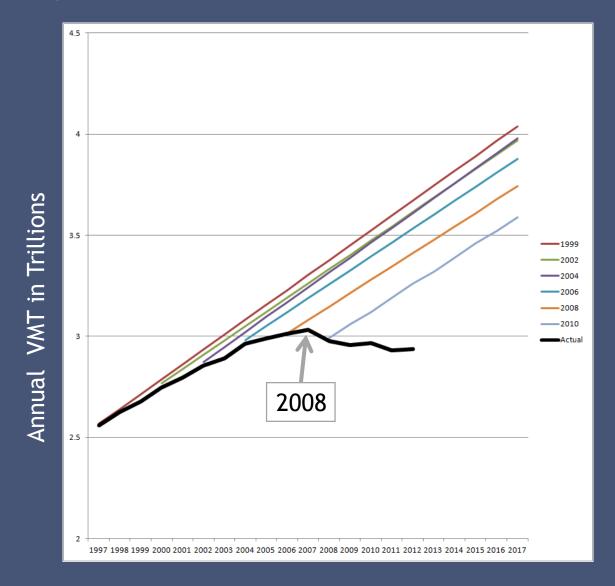
What about the other 23 hours?





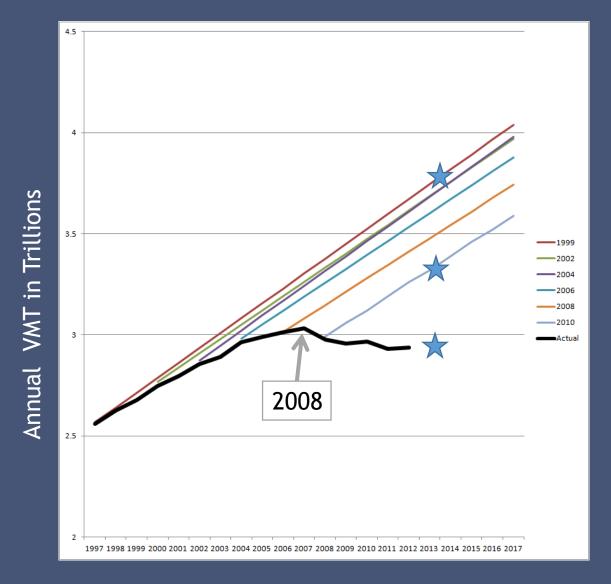
Do you even need to consider future traffic volumes at all?

Growth Rate: does it match reality?





Growth Rate: does it match reality?



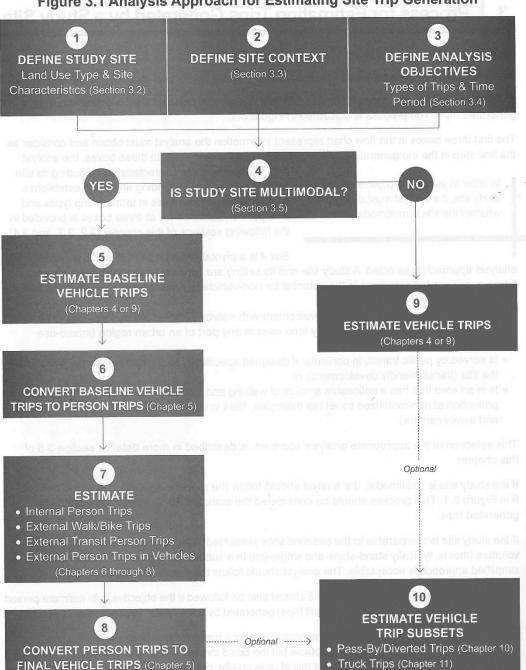


Conventional trip generation process

- Geared towards single use greenfield, suburban developments
- Data collected over 53 years by volunteers
- Collection sites
 - low density, single use, urban/suburban, no transit, no pedestrian access
- Vehicle trips only
- Overestimates vehicles for mixed use/infill



Figure 3.1 Analysis Approach for Estimating Site Trip Generation

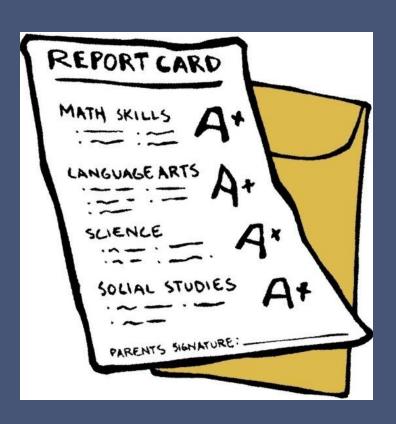


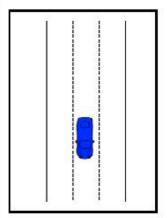
Multimodal approach to trip generation

Trip Generation Handbook Third Edition August 2014

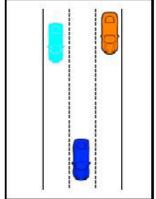


Vehicle Level of Service (LOS)

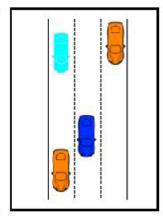




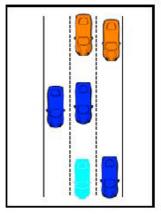
Level of Service A: Free-flow traffic with individual users virtually unaffected by the presence of others in the traffic stream.



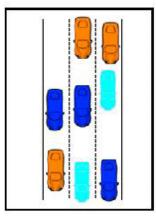
Level of Service B: Stable traffic flow with high degree of freedom to select speed and operating conditions but with some influence from other users.



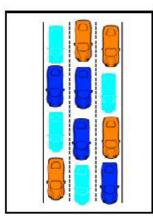
Level of Service C: Restricted flow that remains stable but with significant interactions with others in the traffic stream. The general level of comfort and convenience declines noticeable at this level.



Level of Service D: High-density flow in which speed and freedom to maneuver are severely restricted and comfort and convenience have declined even though flow remains stable.



Level of Service E: Unstable flow at or near capacity levels with poor levels of comfort and convenience.



Level of Service F: Forced traffic in which the amount of traffic approaching a point exceeds the amount that can be served. LOS F is characterized by the stop-andgo waves, poor travel times, low comfort and convenience, and increased accident exposure.



Level of Service A





Level of Service F



Precision implies accuracy

Level of Service	Delay* Signalized	Unsignalized
A	≤ 10	≤10
В	>10-20	>10-15
C	>20-35	>15-25
D	>35-55	>25-35
E	>55-80	>35-50
-		
F	>80	>50

^{*}seconds per vehicle



LOS doesn't work for everyone

- Drivers tend to see other cars as obstacles
- Pedestrians prefer to walk where other people are walking
- Cyclists experience a safety in numbers effect



New measures of "service"

- Bicycle level of service
- Pedestrian level of service
- Shared use path level of service
- Bicycle level of traffic stress
- Pedestrian level of traffic stress



Traffic calming toolbox

How to fix it tomorrow

Toolbox

- Trees
- Medians / boulevards
- Curb extensions
- Number of lanes
- Lane widths
- Curb reaction / shy distance
- Parking
- Site design
- Furniture
- Art



Trees, trees, trees





Medians





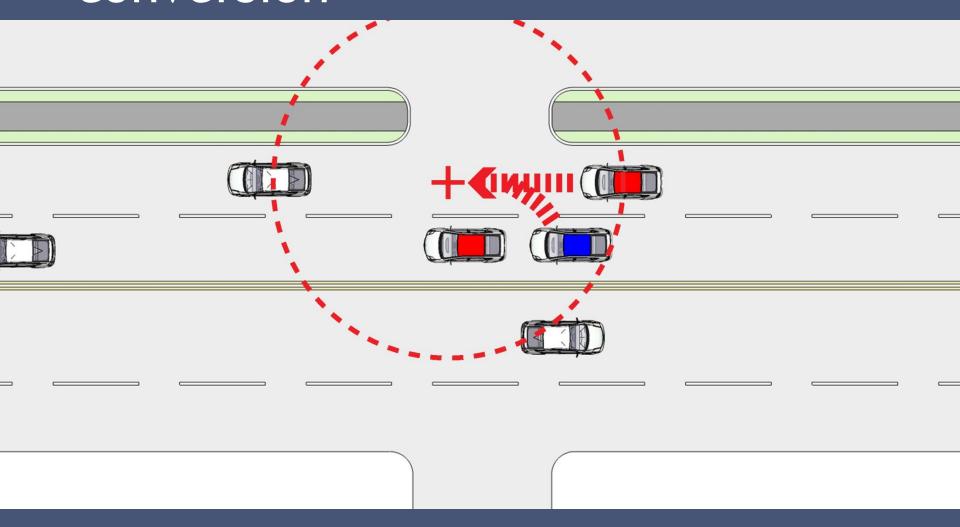
Curb Extension







Number of lanes - 4-to-3 conversion



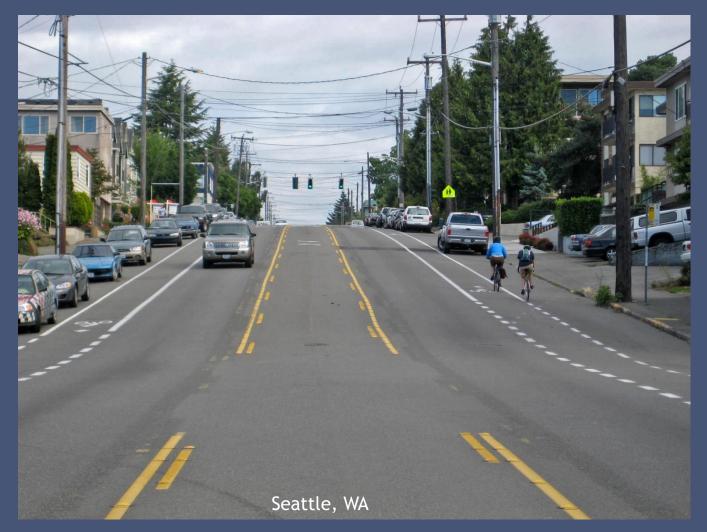


Number of lanes - 4-to-3 conversion





Lane widths





Curb reaction & shy distance

MINNESOTA DEPARTMENT OF TRANSPORTATION Engineering Services Division Technical Memorandum No. 12-12-TS-06 November 28, 2012

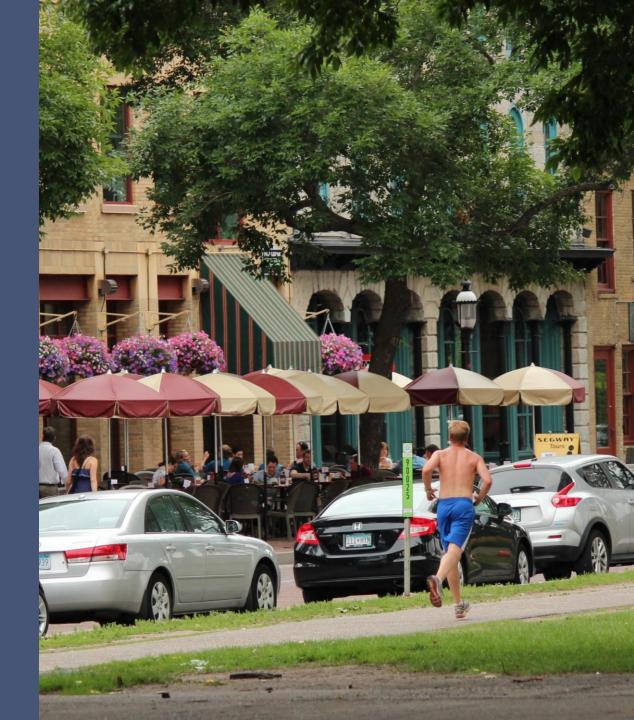
TABLE 4 Standard Curb Reaction Dimensions

Design Speed	Curb Reaction Width for Indicated Curb Types (feet)	
	B, V or vertical monolithic	D, S or sloped monolithic
≤ 45 mph	1-2	0-2
> 45 mph	2-3	1-3



On-Street Parking

- Creates friction
- Provides buffer
- Supports certain types of retail



Site design bring buildings closer to the street

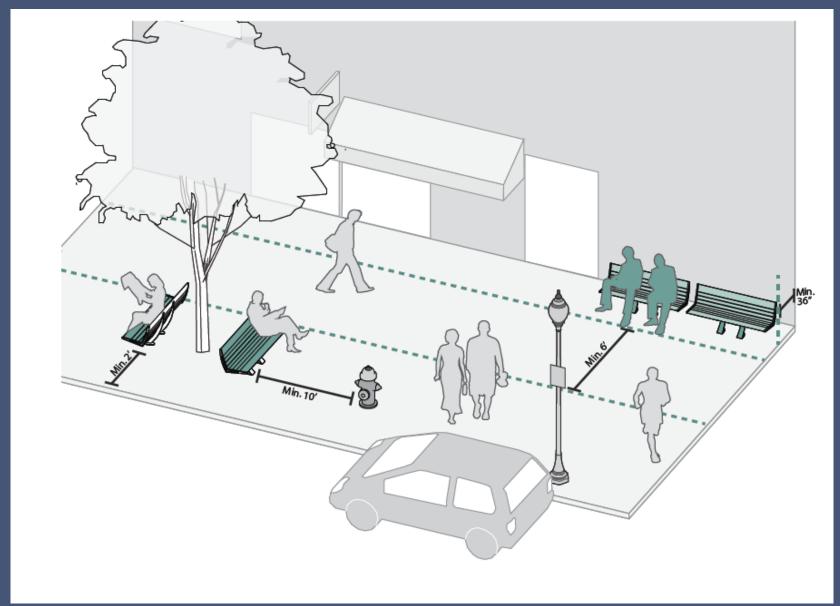
- Improves the streetscape for pedestrians and drivers
- Increases visibility of pedestrians to drivers







Furniture that attracts people





Public Art



City of Minneapolis

ARTIST-DESIGNED UTILITY BOXES

INSTRUCTIONS AND FORMS

Spring 2016



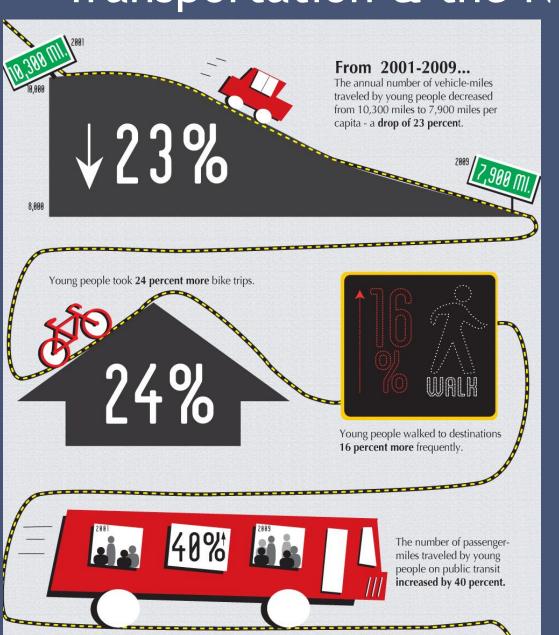


The case for traffic calming and "alternative modes"

If you plan cities for cars and traffic, you get cars and traffic...

Project for Public Spaces

Transportation & the New Generation







Millennials in Motion

Changing Travel Habits of Young Americans and the Implications for Public Policy

October 2014

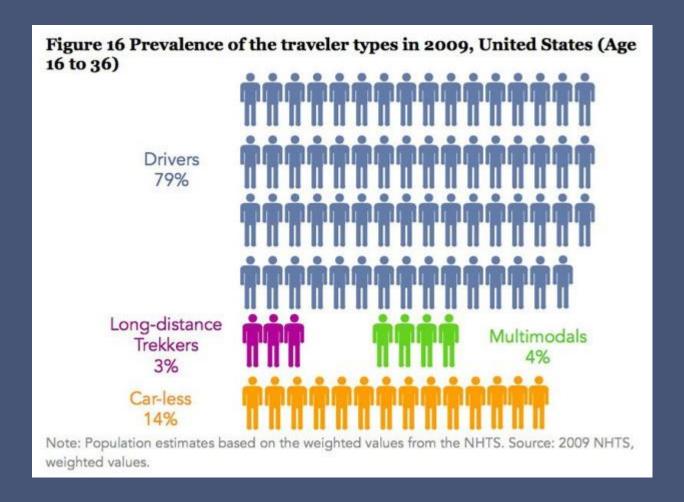


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IRG

2012

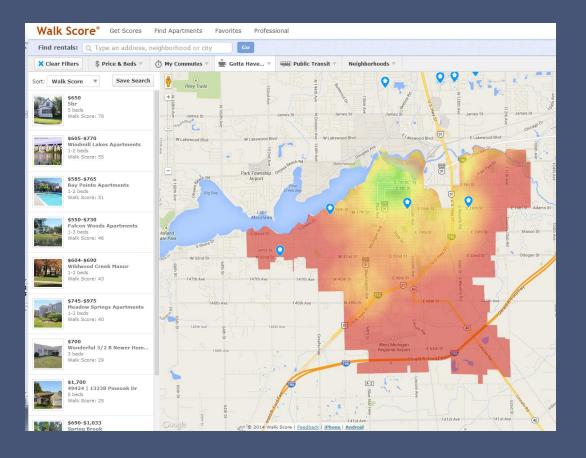
The 4 types of millennial travelers





Walkscore.com

Property values have shown increases of \$700 to \$3,000 for each additional point on WalkScore





Cities (and people) thrive on designs that support short trips

Get back to traditional urban design principals

N.Y. / REGION Bill to Reduce Speed Limit to 25 M.P.H. Gains Favor City of Trees: Boise's Christmas T... » By MATT FLEGENHEIMER JUNE 17, 2014 « Video: European Space Agency Lands... WEDNESDAY, NOVEMBER 12, 2014 A proposal to lower the Email One-Way to Two-Way Conversion Under Way on Boise's cleared a critical hurdle support of the de Blasio a **f** Share safety advocates. POSTED BY HARRISON BERRY ON WED, NOV 12, 2014 AT 3:06 PM click to enlarge If passed before the legisla Tweet late Monday by Senator Je State Assembly would deliv Save Mayor Bill de Blasio's Visid by 2024. More



Speed and death/serious injury

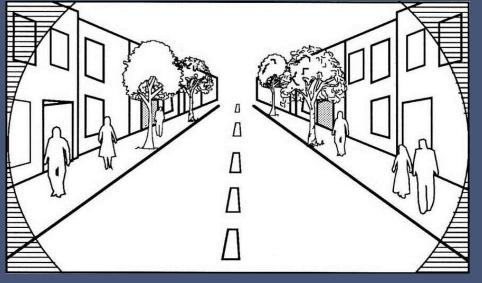
Hit by a vehicle traveling at 9 out of 10 pedestrians survive. Hit by a vehicle traveling at 5 out of 10 pedestrians survive. Hit by a vehicle traveling at only 1 out of 10 pedestrians survives.

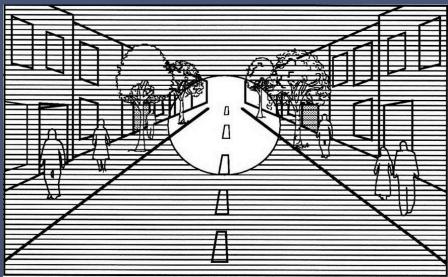


Travel Speed



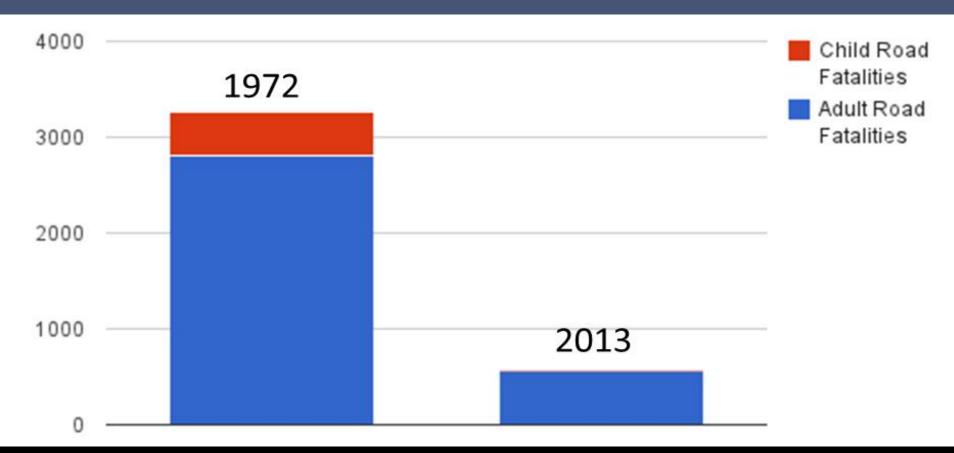








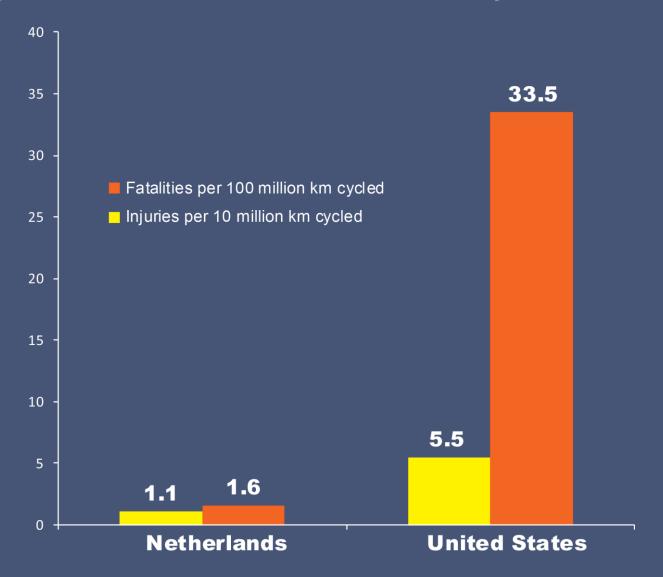
Road Fatalities in the Netherlands



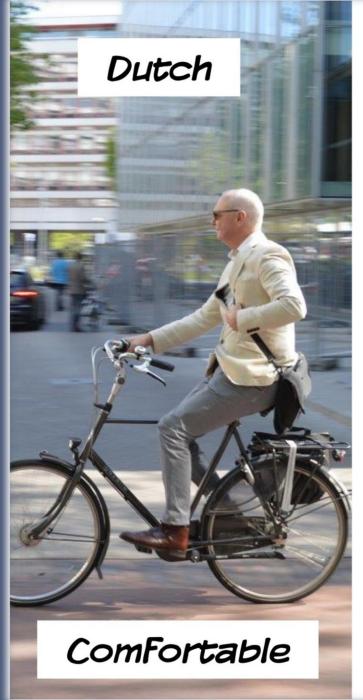
Credit: http://www.aviewfromthecyclepath.com/



Bicycle Fatalities and Injuries



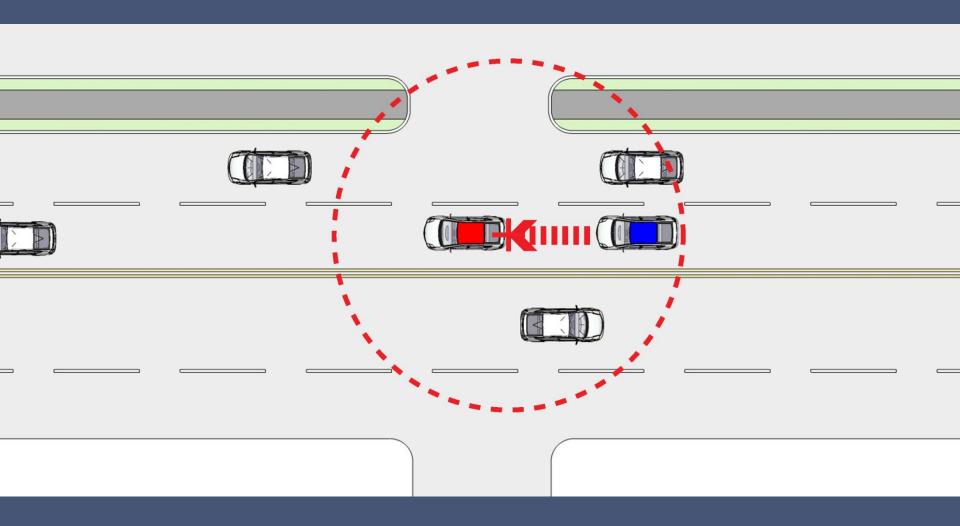








3 crash types can be reduced by going from 4 to 3 lanes: 1 - rear end

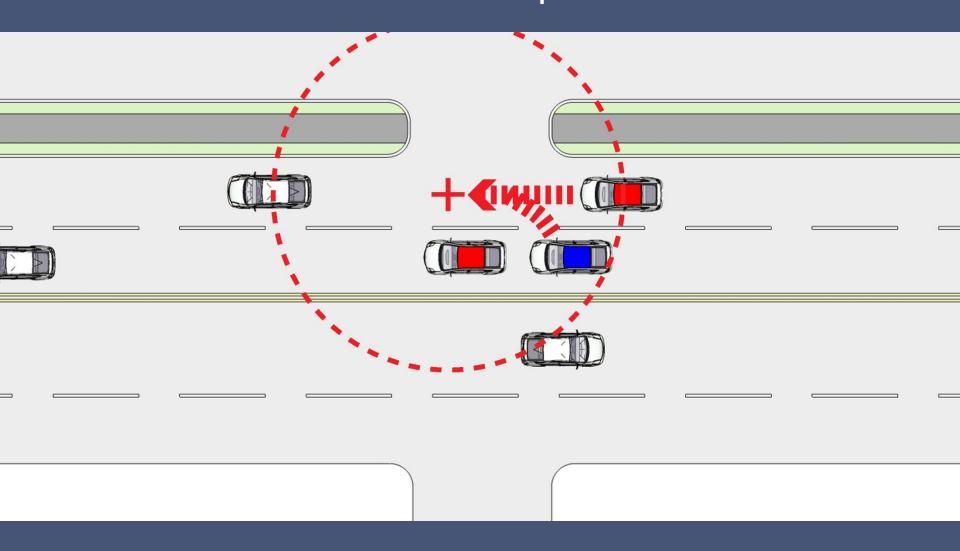








3 crash types can be reduced by going from 4 to 3 lanes: 2 - side swipes

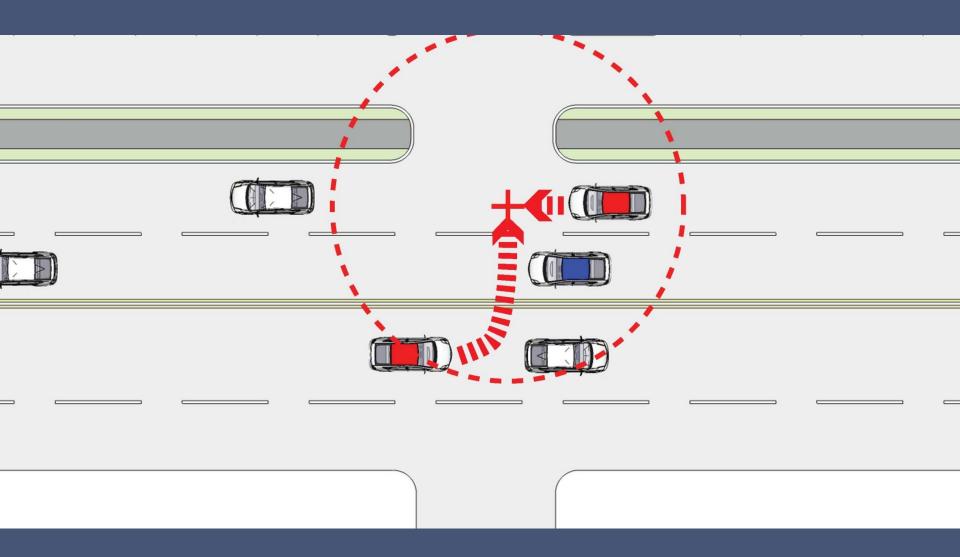




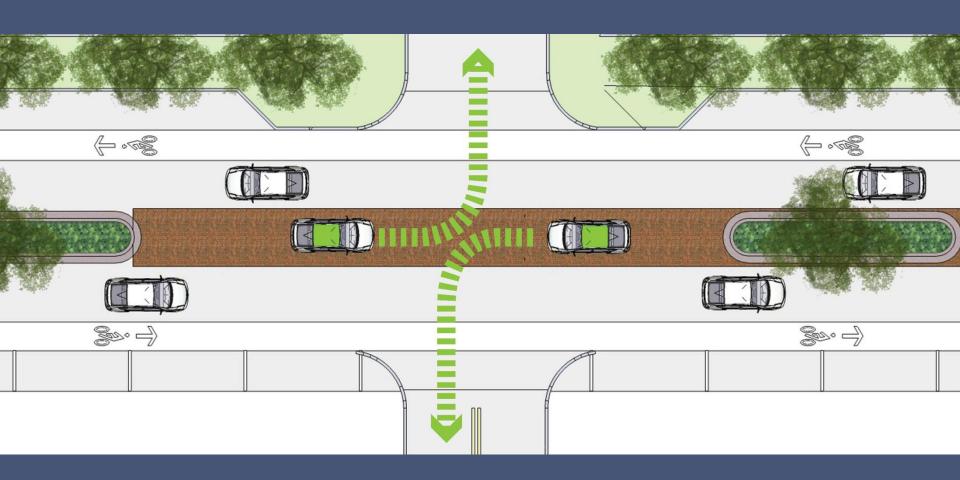




3 crash types can be reduced by going from 4 to 3 lanes: 3 - left turn/broadside









Reduces risk of "multiple threat" crashes





