

TRANSPORTATION ELEMENT

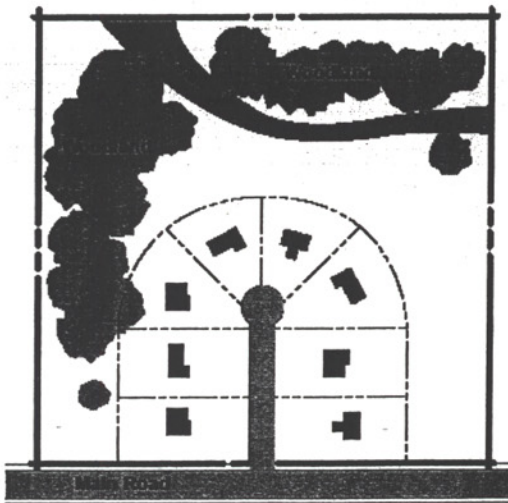
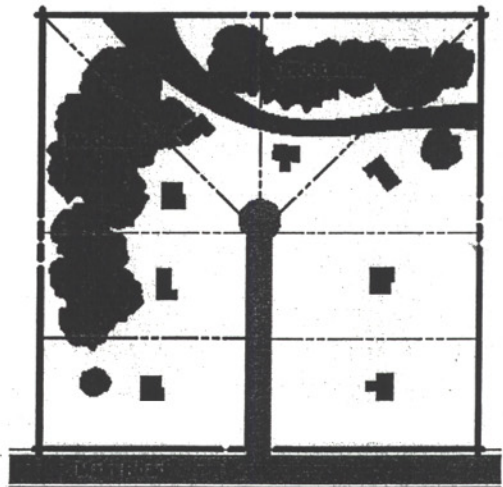
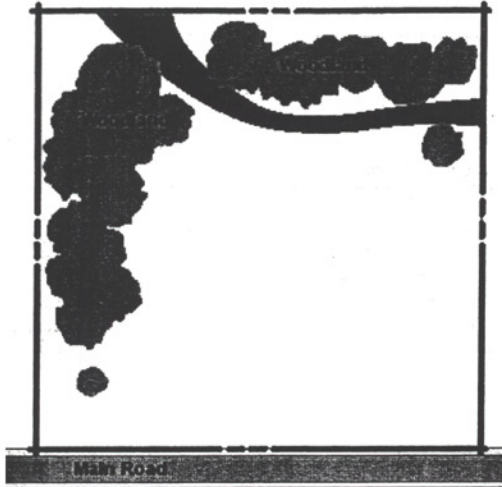
Appendix
C-3

Transportation Element

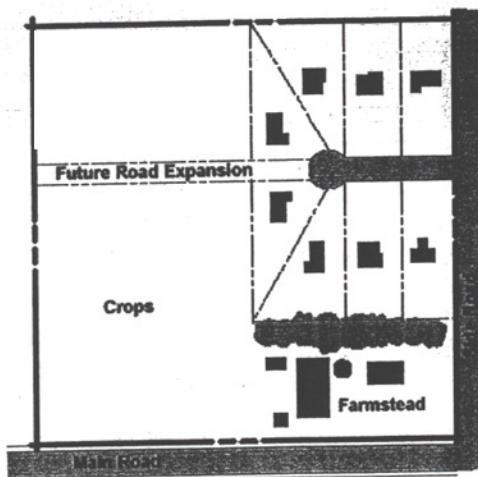
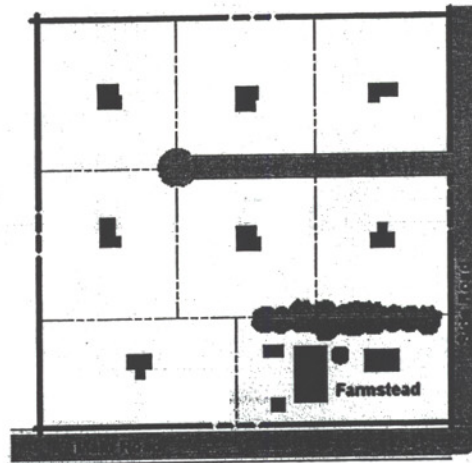
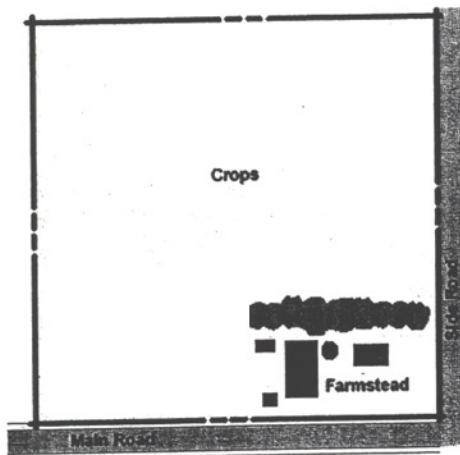
Rural Development Scenarios

Prepared by Amy Knox, SWWRPC

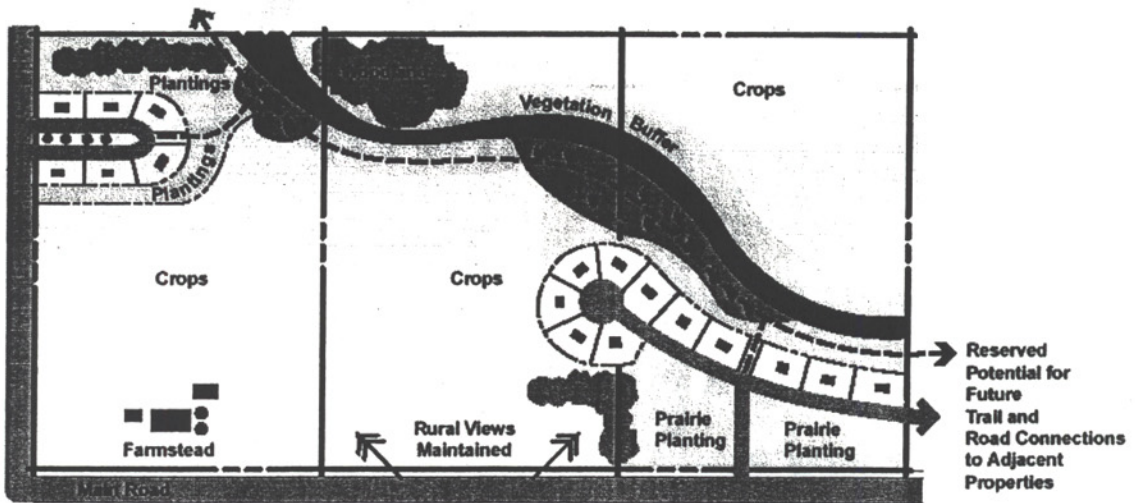
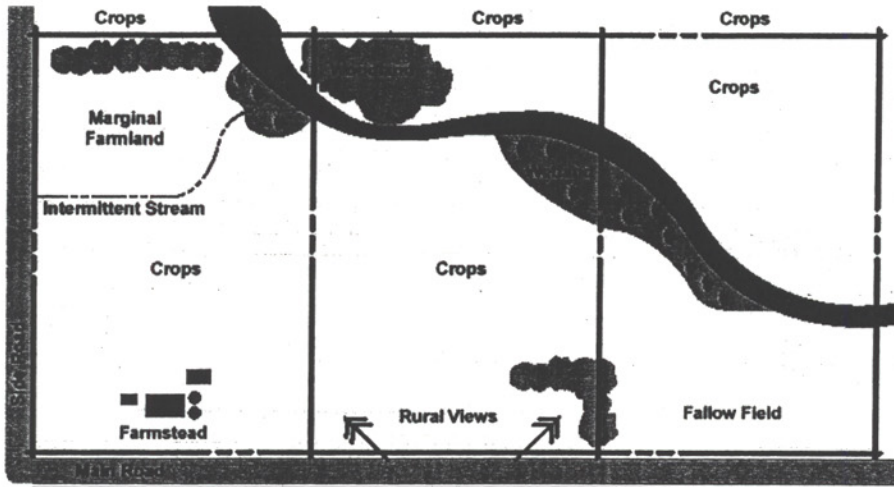
POTENTIAL DEVELOPMENT SCENARIOS



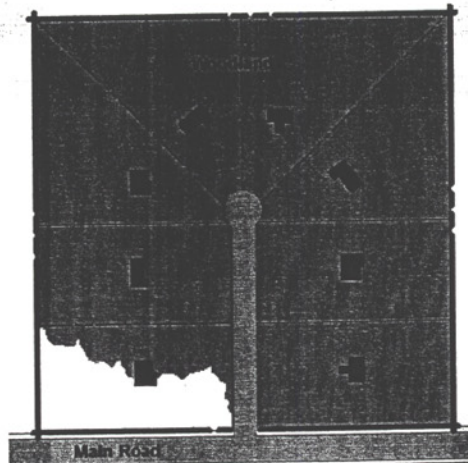
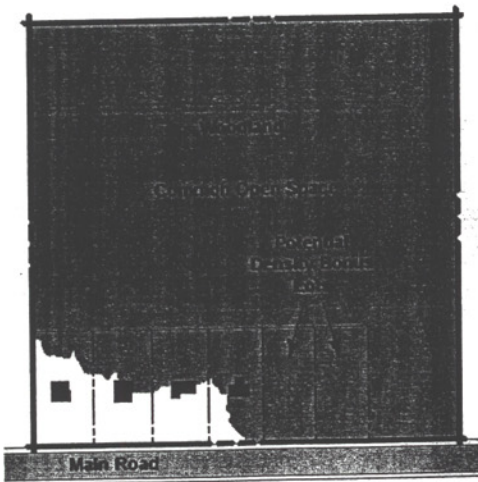
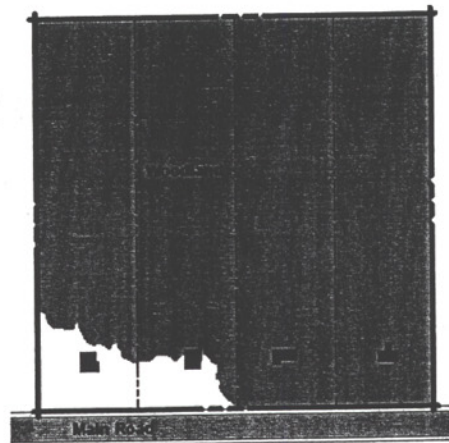
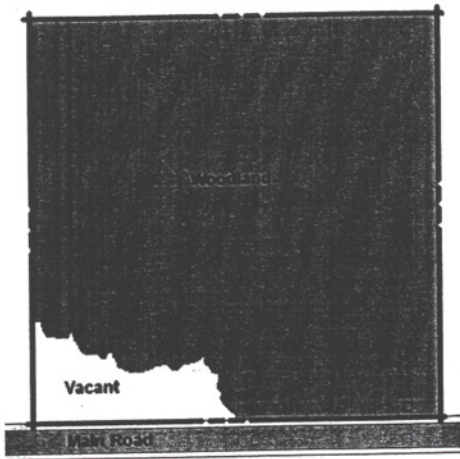
POTENTIAL DEVELOPMENT SCENARIOS



POTENTIAL DEVELOPMENT SCENARIOS



POTENTIAL DEVELOPMENT SCENARIOS



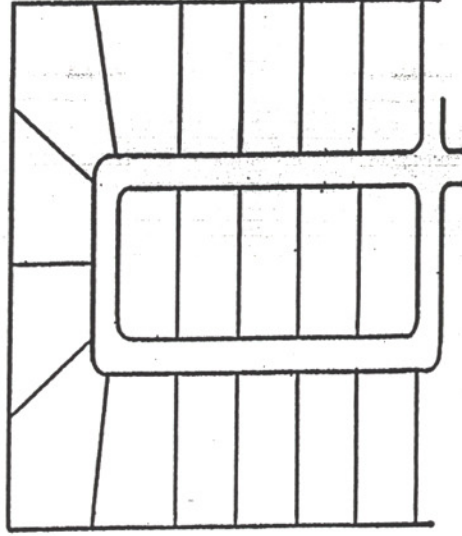
Transportation Element

City & Village Development Scenarios

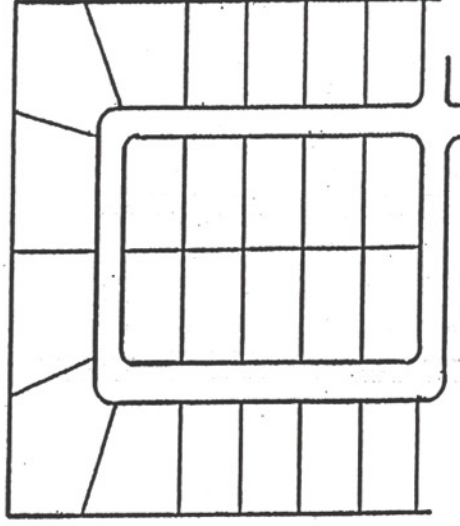
Prepared by Amy Knox, SWWRPC

DEVELOPMENT SCENARIOS

Example A



Example B



- Example A is a poor street design as the five lots in the middle are at least double fronted, meaning a street on two or more sides of the property.
- Example B incorporates the same design idea, but decreases the size of the lots and creates a double row of lots in the middle of the development.

DEVELOPMENT SCENARIOS

Example A



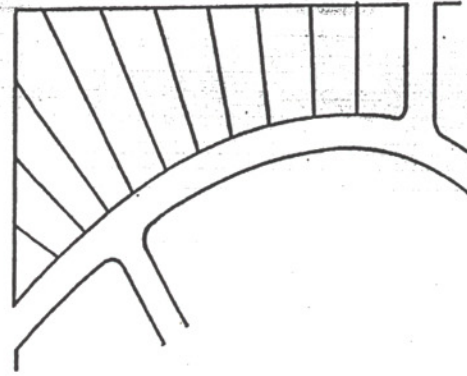
Example B



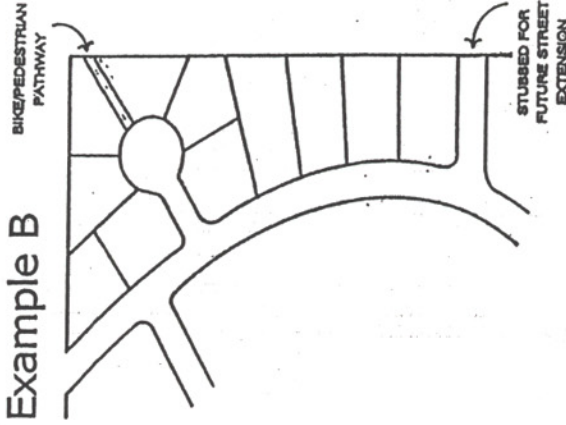
- Example A Incorporates suburban cul-de-sac development creating several dead ends
- Example B is based on the traditional development of the village, connecting existing streets and infrastructure

DEVELOPMENT SCENARIOS

Example A



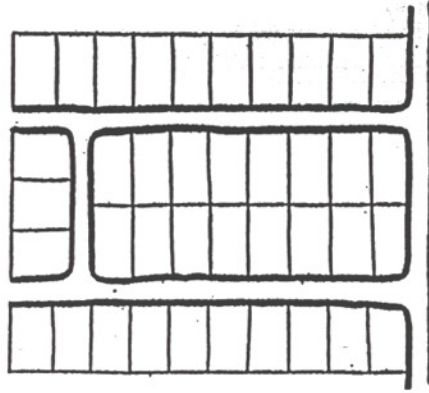
Example B



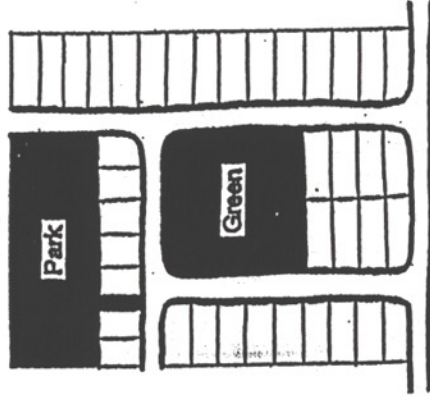
- Example A is a straight division of the lots which creates long skinny lots (the pizza cutter effect)
- Example B Incorporates a cul-de-sac to decrease lot depth and increase width, as well as incorporation of a bike/pedestrian path
 - Note, both examples also include a street that is stubbed for future street extensions

DEVELOPMENT SCENARIOS

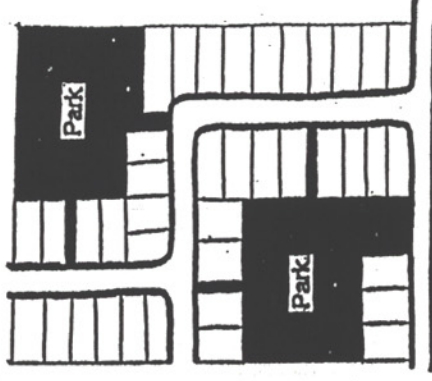
Example A



Example B



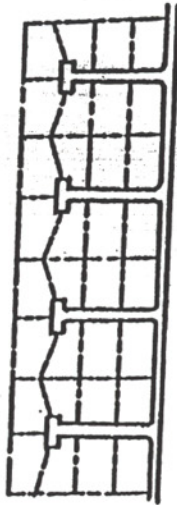
Example C



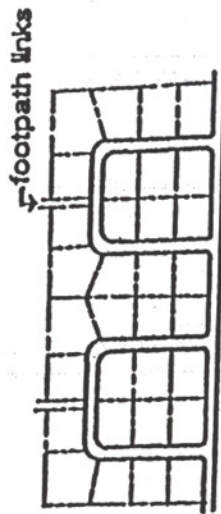
- Example A has 39 lots and 2500 feet of road, no parks or walking paths
- Example B has 39 lots, 2250 feet of road, common green space, a park, and a walking path to get from one area to the other
- Example C has 39 lots, 1650 feet of road, two parks, and four walking paths

DEVELOPMENT SCENARIOS

Example A



Example B



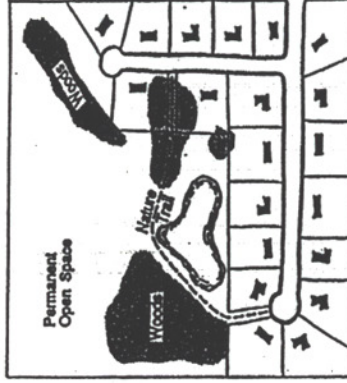
- Multiple Dead End Cul-de-sacs (Example A) vs. Cul-de-sacs joined together to form continuous loops (Example B)
- No walking paths between lots, a person must walk around (Example A), where as Example B includes pedestrian paths

DEVELOPMENT SCENARIOS

Example A



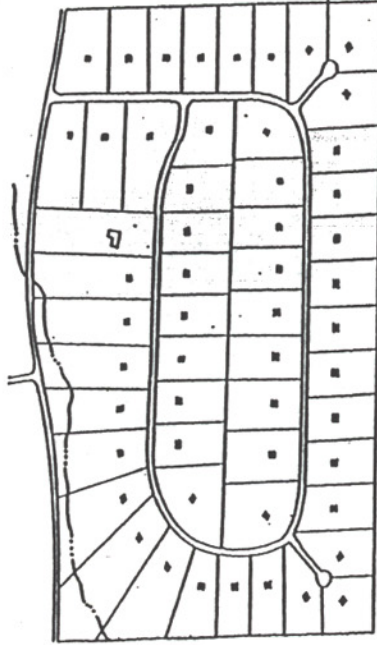
Example B



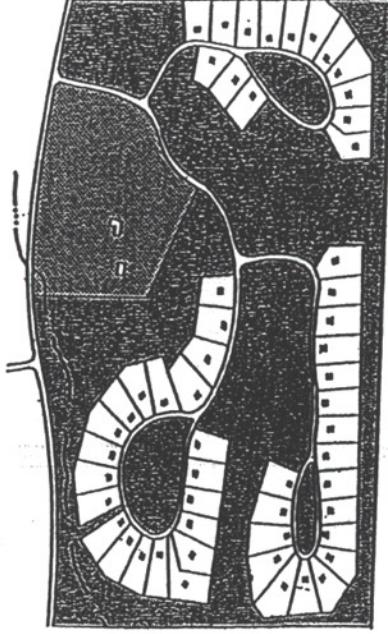
- Example A Includes 20 lots that are approximately 2 acres each, no common open space, and pond access for only 4 lots
- Example B also includes 20 lots that are approximately $\frac{3}{4}$ acre each, 25 acres of open space, and pond access for all property owners

DEVELOPMENT SCENARIOS

Example A



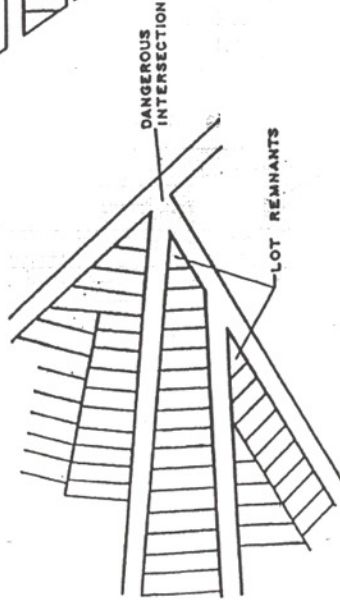
Example B



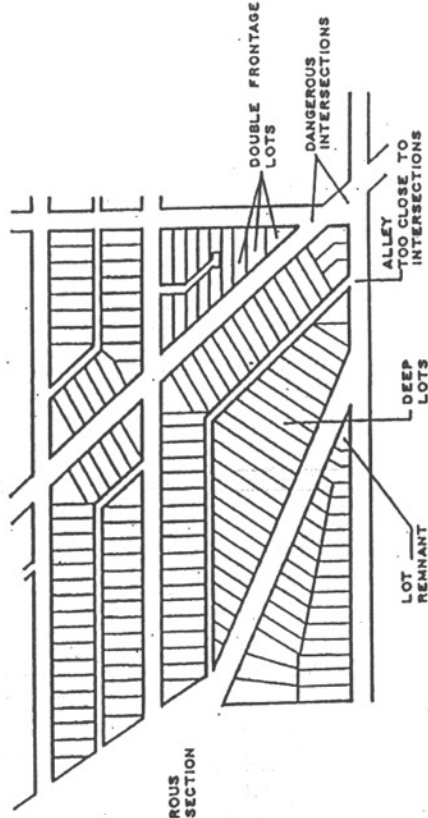
- Example A depicts a conventional subdivision where the entire property is divided into large lots
- Example B depicts a conservation subdivision that incorporates the same number of lots, in combination with a large amount of common open space shared by all property owners

DEVELOPMENT SCENARIOS

Example A



Example B



- Example A depicts an example of a subdivision with dangerous intersections and poor lot design
- Example B depicts several bad development examples, including double fronted lots, dangerous intersections, deep lots, and odd shaped lots that are not developable