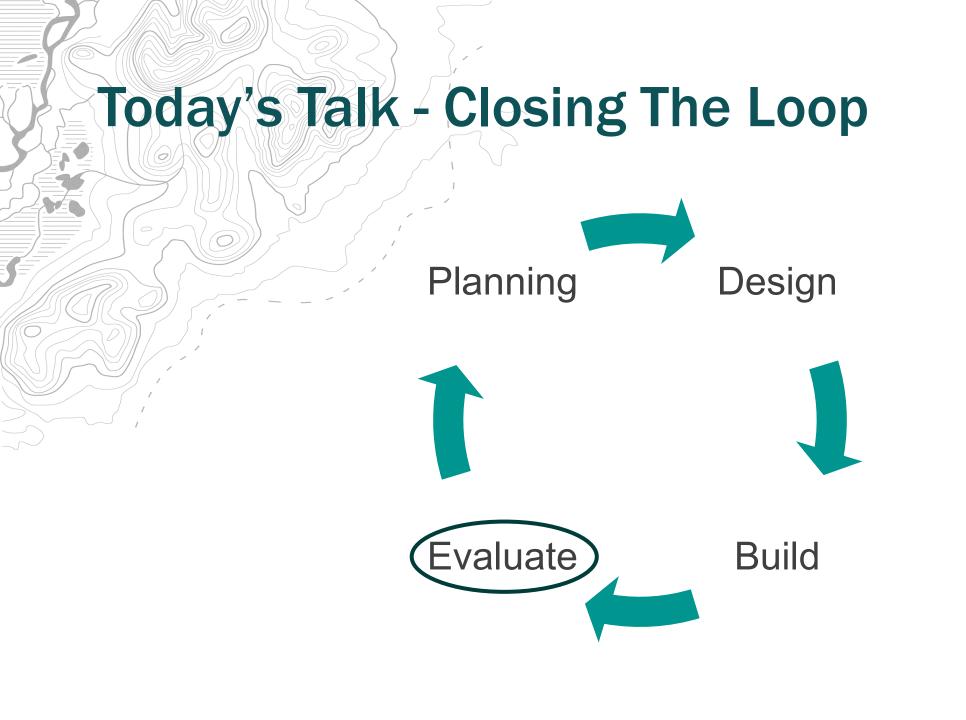
Quick-Build to Ultimate and In Between

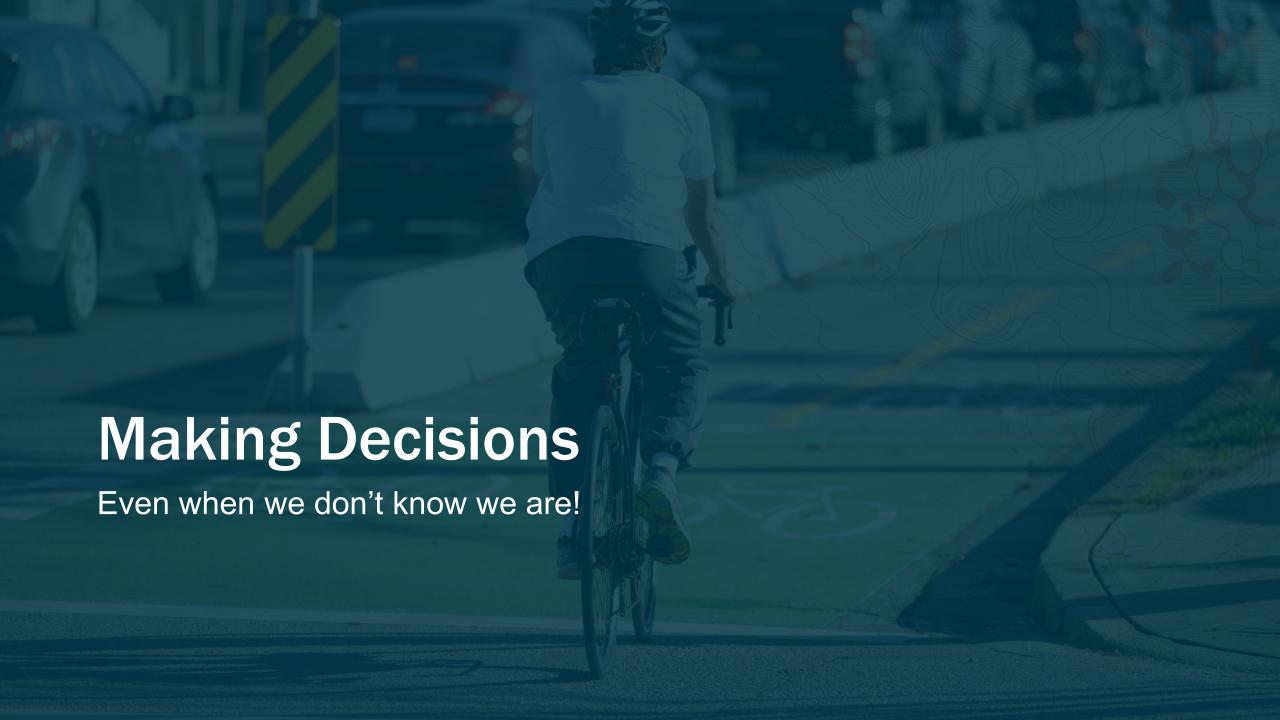
Lessons Learned from Lower Mainland Active Transportation Facilities

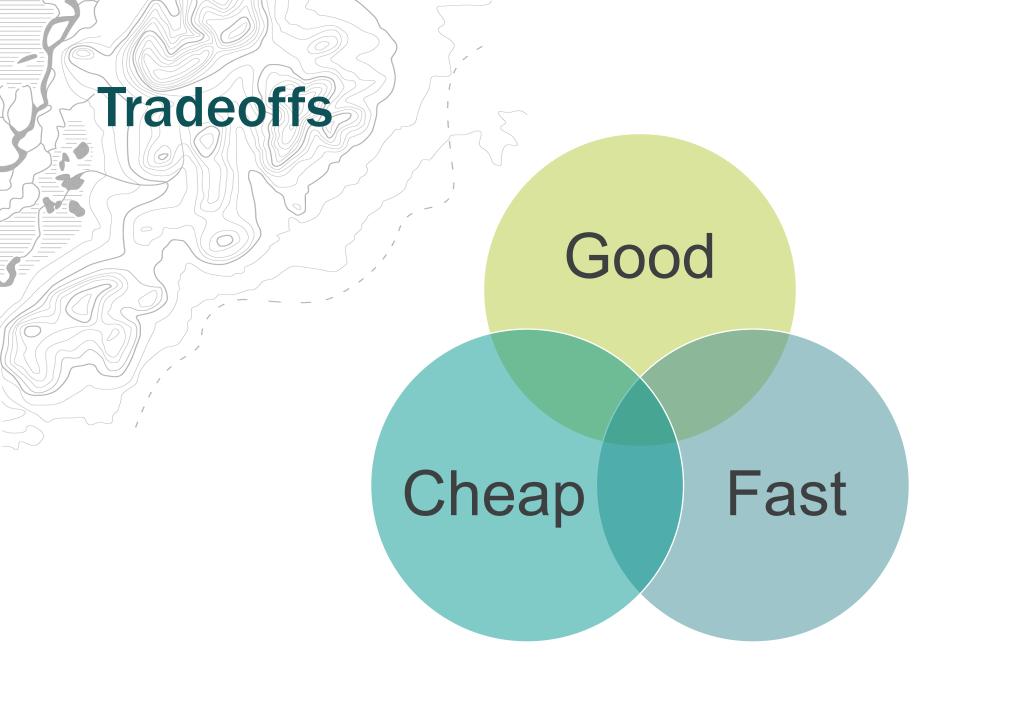


Today's Presentation

- Decisions
- Quick-Build
- Design Guidelines







Understanding Decisions

- Planning is decision-making and those decisions should be respected in design
- While design will still need to make decisions they should be made in the spirit of the values/decisions previously established by planning

Trickle-Down Engineering

- A high-level decision like "This facility will be quick-build" can have numerous implications for later design decisions
 - "Don't relocate the curb"
 - "no third-party relocations"
- Coherence

Working in Parallel

- Planning decisions should consider and account for plans for infrastructure renewal on or adjacent to corridor
 - Transit
 - Pavement
 - City Utilities
 - Signals/Lighting
 - Developments (also hard to know)
 - Third-Party Utilities (hard to know)

Timing

- High levels of forthcoming change on a corridor suggest a few things:
 - Quick-Build
 - Integrated Planning
 - Both!
- Development driven/delivered infrastructure is always appealing and always challenging

Quick-Build

- Usually meant to be quick/cheap, but consider which is more important
 - It can be expensive to build quick
 - It can be slower to build cheap



What Does Quick-Build Mean?

- No change to drainage pattern
- Minimal electrical/signals
- Improvements highly targeted towards achieving transportation goals

What Does Quick-Build Mean?





What Does Quick-Build Mean?



Networks

- Prioritize the transportation role of a given corridor in the network above the improvement of the corridor itself
- Confirm that the key connection that the facility creates will actually be created and is achievable with your quick-build toolbox sometimes we may need to dip into more permanent changes to achieve our goal

Corridors vs Places

- We often want to implement other improvements on a corridor concurrent with transportation – be conscious of schedule/budget impacts
 - Green Infrastructure/LID
 - Placemaking plantings, furnishings, surface treatments
- Many reasons to do these things, but if you are, it probably isn't quick-build
- AAA doesn't require any of these things

Harder Than it Looks

- Reusing existing infrastructure
- Minimizing future re-work
- Adjusting pavement markings
 - Actually easy, but ugly

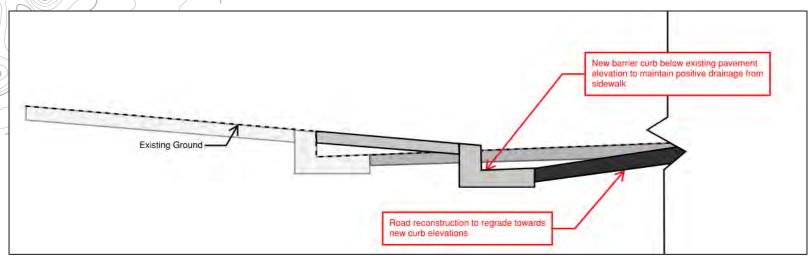
Harder Than it Looks - Reusing Infrastructure

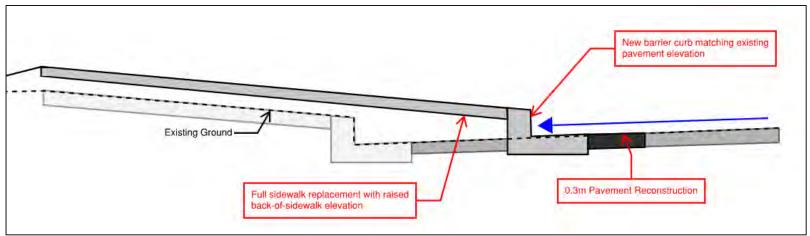




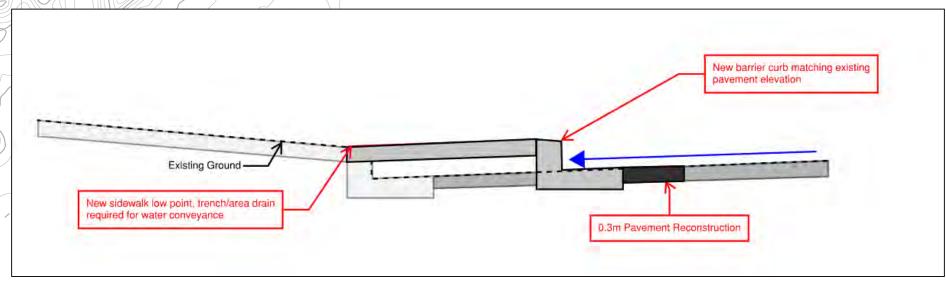
Photo Location (left to right): Douglas Crescent Langley, BC; Glover Road Langley, BC

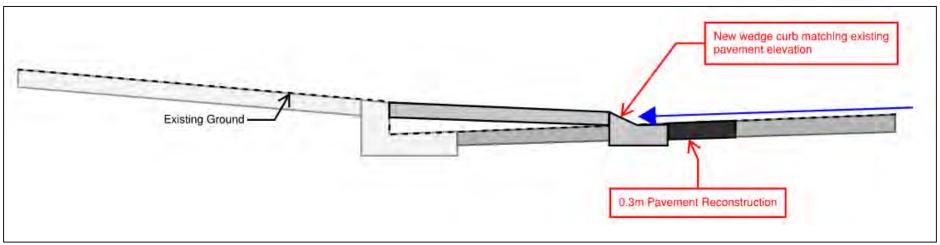
Harder Than it Looks - Moving Curbs





Harder Than it Looks - Moving Curbs







Working with Guidelines

- AT Guidance is continually improving
 - Rote adherence to standards is the most expensive way to build
 - Engineering design necessarily includes adaptation of guidance to context – this doesn't have to mean compromising on safety/accessibility/etc.

Evolving Guidance

- Not unusual for standards to evolve over development,
 considering elongated timelines
- Design criteria adjustment should be carefully considered



Decisions

- Respect previous decisions
- Know when you're making a decision
- Be coherent

Quick-Build

- Be focused on your goals
- Be ruthless

Design Guidelines

- Don't delegate your judgement to a pdf
- There is a bottom line, but quick-build means compromises

Thank You!

