

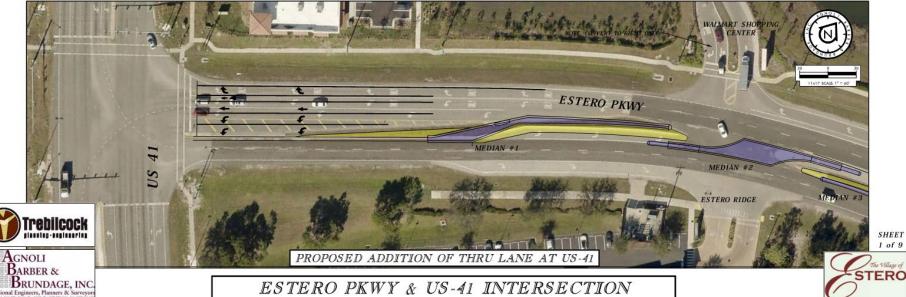
> Access Management

> Design Criteria Report

> Roadway Sections

> Shoulder Sections





ESTERO PKWY & US-41 INTERSECTION

SHEET 1 of 9





SHEET 2 of 9







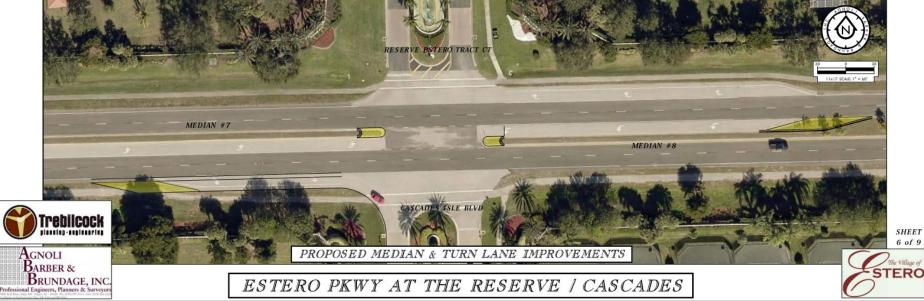


SHEET 4 of 9





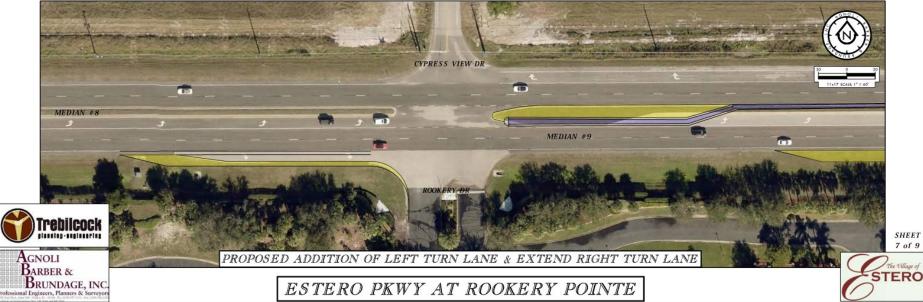




ESTERO PKWY AT THE RESERVE / CASCADES

SHEET





ESTERO PKWY AT ROOKERY POINTE





SHEET

8 of 9





Design Criteria Report

1. Roadway Classification:

- 4-lane suburban section roadway
- Curbed median (urban)
- Outside shoulders are not curbed (rural)

2. Functional Classification:

Urban Major Collector (UMJC)

3. Median Width:

22 ft wide with Type E curb and gutter to remain

4. Lane Width:

- Travel lane 11 ft min
- Turn lane 11 ft min

5. Shoulder Width:

- Minimum 10 ft
- 7 ft buffered bike lane plus 3 ft grass shoulder

6. Roadside Clear Zone (travel way to fixed object):

- Roadway thru lanes:
 - » Without curb 18 ft
 - » With curb 4 ft
- Turn lanes:
 - » Without curb 8 ft
 - \rightarrow With curb 4 ft

7. Roadside Slopes:

- As flat as possible
- 1:4 or flatter within the clear zone
- 1:3 outside of clear zone

8. Pedestrian Facility Locations (Rural Roadway Section):

- A. Near R/W line
- B. Outside clear zone
- C. 5 ft beyond full width shoulder
- D. At full width shoulder

At intersection, sidewalks transition toward roadway to provide safe crossings.

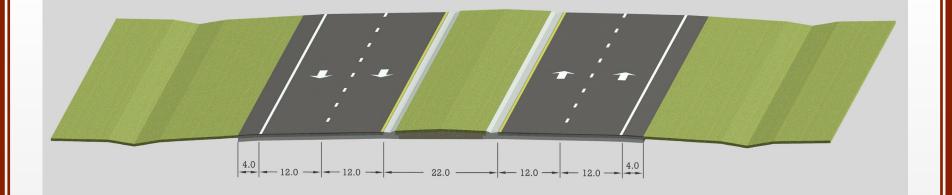
9. Bicycle Facilities:

- 7 ft buffered bike lane
- Green bike lanes provided at intersections

Roadway Sections

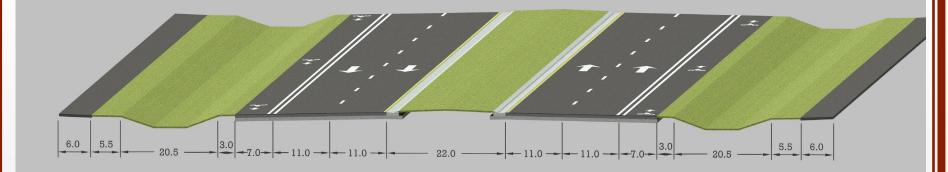
Existing Roadway

- 2 12' travel lanes
- 4' paved shoulder
- 28' width total



Proposed Roadway Design

- 2 11' travel lanes
- 7' buffered bike lane
- Type F curb with slotted drain (selected locations)

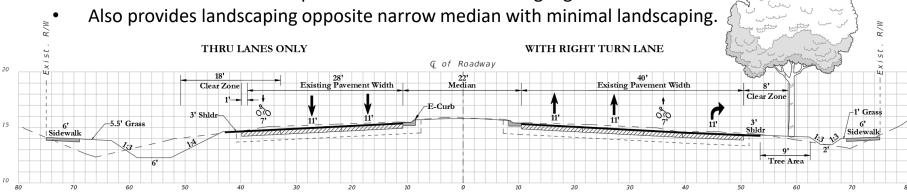


Shoulder Sections

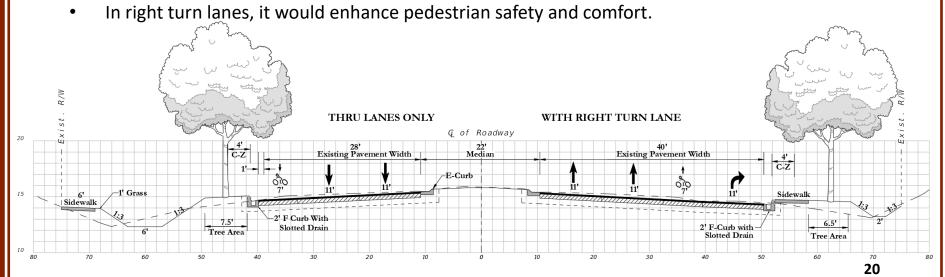
Shoulder Section Recommendations

1. Use Shoulder Section 1 for most of the project:

This allows for trees to be planted at intersections to highlight communities.
Also provides landscaping opposite parrow median with minimal landscaping.



- 2. Shoulder Section 3 in select areas:
 - In thru lanes, this could be added to create a meandering sidewalk and "mid-block" tree clusters.



Questions/Comments

Village with a Vision...

