

Commercial Zone - 2700 West to 4800 West

Not Part of This Study

- CONSTRUCT FOUR LANES EACH DIRECTION ON SR-201 FROM I-215 TO 8400 W.

"Cold Storage"

BICYCLE/MULTI-USE

- CONSTRUCT A BIKE LANE ON 3500 S.
- CONSTRUCT BIKE LANES ON 3100 S.
- MULTI-USE PATH LINK SCHOOLS TO COMMUNITIES

ACCESS MANAGEMENT

- CONSOLIDATE ACCESS AND PUT ACCESS ROAD BEHIND HARMON'S
- PERFORM ACCESS CONSOLIDATION
- CONSTRUCT MEDIANS/PARK STRIP SIMILAR TO PROVO CENTER STREET
- INSTALL CENTER MEDIAN FOR ACCESS MANAGEMENT

UTILITIES

- PUT THE OVERHEAD UTILITIES UNDERGROUND

STREET LIGHTING

- PROVIDE CONSISTENT STREET LIGHTING

PEDESTRIAN

- CONSTRUCT MID-BLOCK CROSSINGS
- CONSTRUCT CROSSWALKS WITH BUMP-OUTS
- PLACE PEDESTRIAN REFUGES IN CROSSINGS
- INSTALL A WIDE SIDEWALK SEPARATED FROM THE STREET

SPECIFIC INTERSECTION IMPROVEMENTS

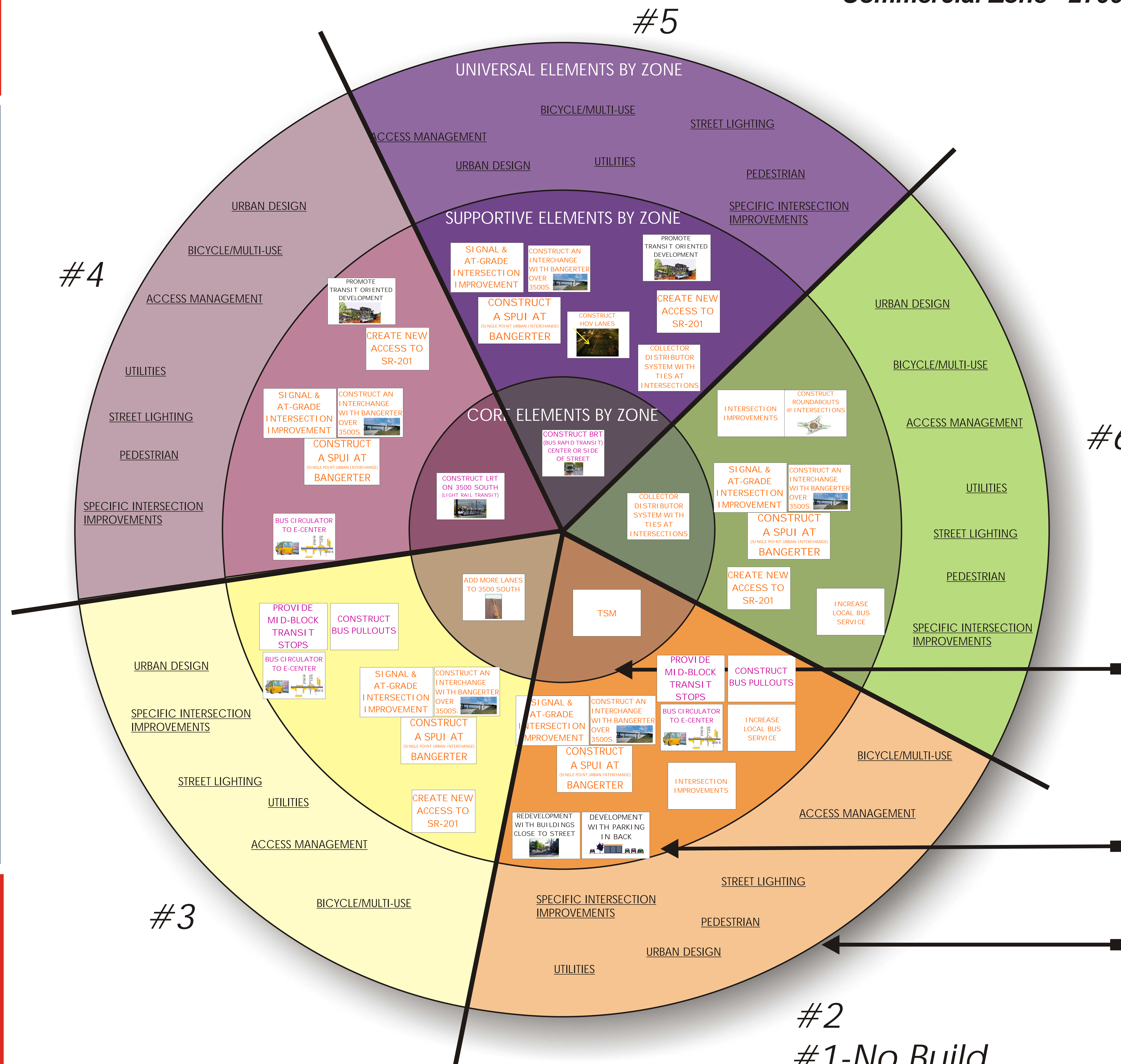
- INSTALL AN INTELLIGENT TRANSPORTATION SYSTEM
- SPECIFIC INTERSECTION IMPROVEMENTS
- IMPROVE SIGNAL OPERATION
- OPTIMIZE SIGNALS TO PRIORITIZE TRAFFIC ALONG 3500 SOUTH

URBAN DESIGN

- USE CONSISTENT VISUAL THEMES AT THE INTERSECTIONS
- HIGHLIGHT PARKS WITH SIGNS OR LANDSCAPE FEATURES NEXT TO THE STREET
- USE SEPARATE PAVEMENT COLORS/TEXTURES
- USE DECORATIVE RAILING
- USE DECORATIVE PAVING
- PLANT TREES IN PARK STRIPS ALONG 3500 SOUTH
- USE UNIFORM THEMES IN DISTINCT BUSINESS AREAS
- REQUIRE APPEALING SIGNS
- USE DECORATIVE PAVING
- USE URBAN DESIGN FEATURES THROUGHOUT

Proposed Screened Concepts

- CONSTRUCT AN INTERCHANGE WITH 3500 S. OVER BANGERTER
- CONSTRUCT MONORAIL TO BUSINESSES & HOTELS
- CONSTRUCT AN INTERCHANGE/ROUNDBOUT AT BANGERTER
- CONSTRUCT PERSONAL RAPID TRANSIT
- IMPROVE PARALLEL ROUTES OF 3100 S. & 4100 S.
- OVERPASS @ 4100 S. & BANGERTER
- ONE WAY ROADS ON 3100 SOUTH AND 4100 SOUTH



CENTER RING
Core concepts that define the alternatives. Supportive and universal concepts will be packaged with core concepts to develop alternatives.

MIDDLE RING
Concepts that are supportive of specific core concepts. (May apply to one or more but not all core concepts.)

OUTER RING
Concepts that universally apply to all core concepts.

#2
#1-No Build