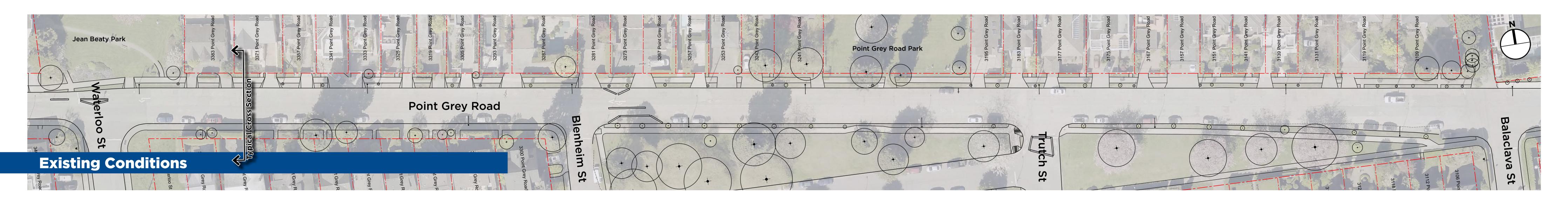
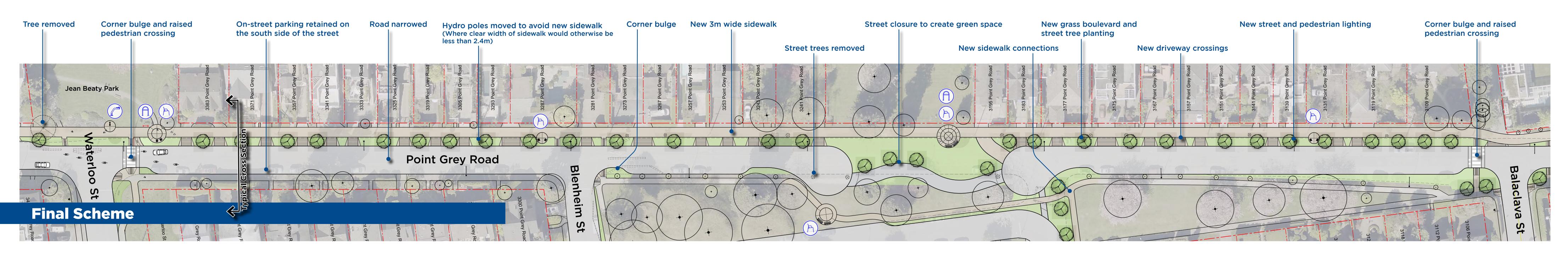
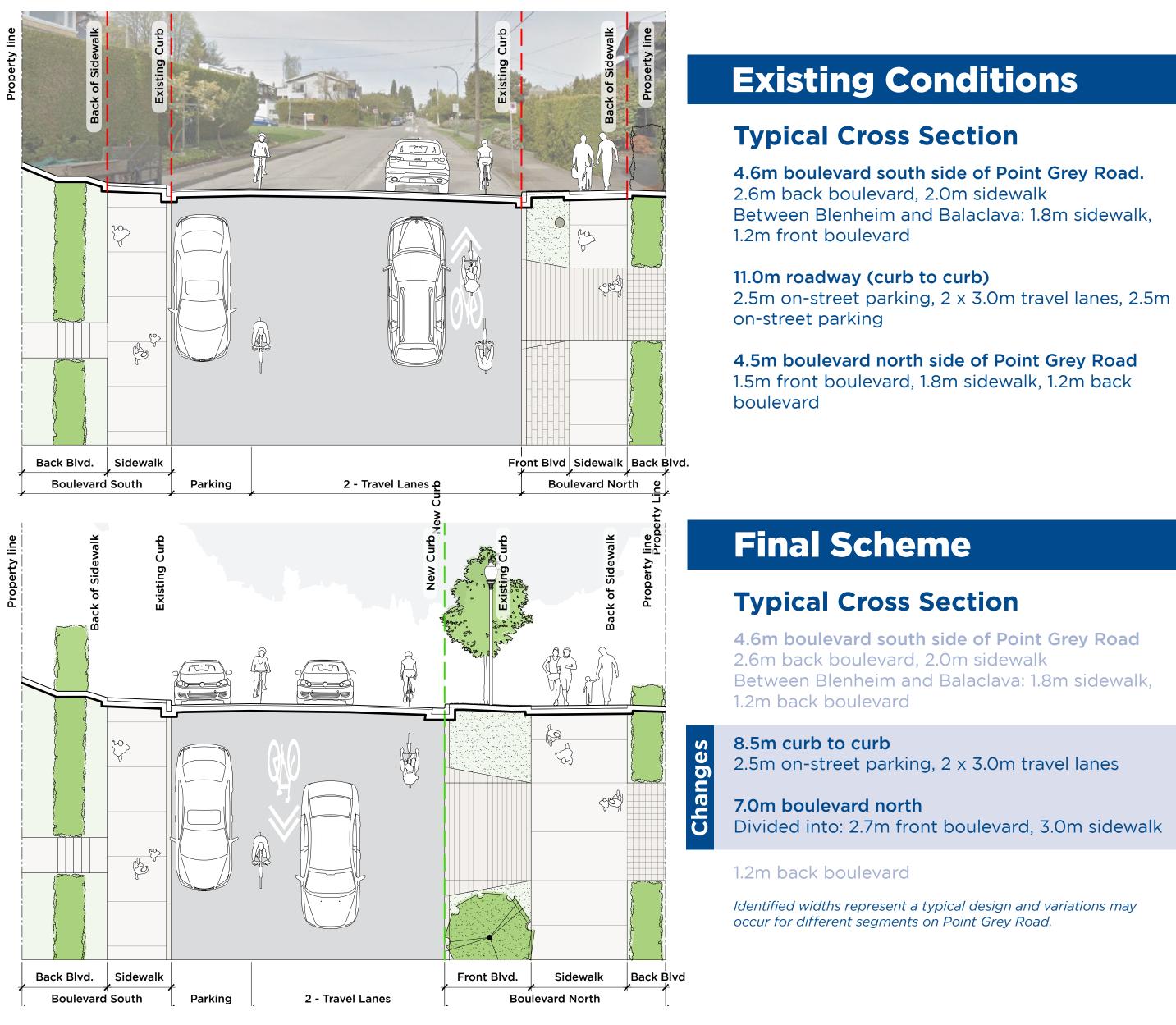
Centre: Waterloo to Balaclava







4.6m boulevard south side of Point Grey Road. Between Blenheim and Balaclava: 1.8m sidewalk,

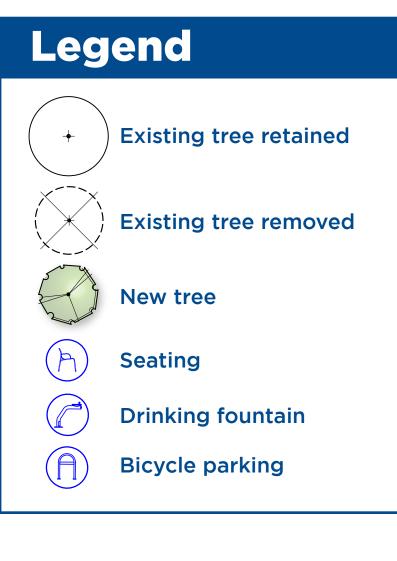
2.5m on-street parking, 2 x 3.0m travel lanes, 2.5m

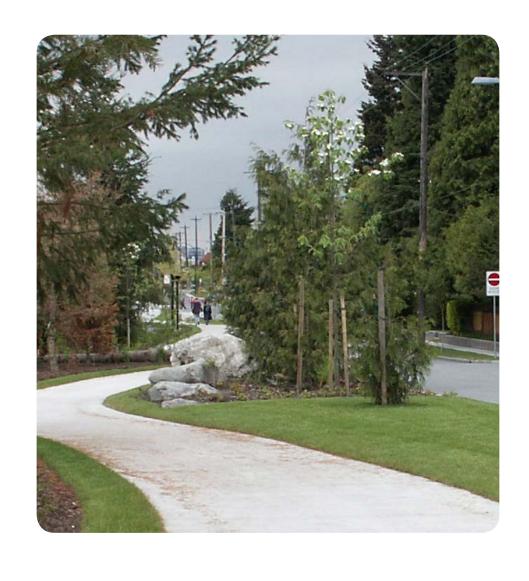
4.5m boulevard north side of Point Grey Road 1.5m front boulevard, 1.8m sidewalk, 1.2m back

4.6m boulevard south side of Point Grey Road 2.6m back boulevard, 2.0m sidewalk Between Blenheim and Balaclava: 1.8m sidewalk,

2.5m on-street parking, 2 x 3.0m travel lanes

Identified widths represent a typical design and variations may









What is different?	Why
Widened sidewalk on the north side of the street Maintain a level sidewalk across driveways	 To provision for the provision of the provision
Road narrowed between Waterloo and Balaclava	• To wid side or
Front boulevard on the north side of the street widened to 2.7m	 To provision separa visibility
Some existing trees and hedges removed from the street right of way	• To imp
New street and pedestrian lighting	• To prov visibili
New driveway crossings	• To prov
New street tree planting	• To repl the pu
Corner bulges at Waterloo St and Balaclava St in association with raised pedestrian crossings	• To imp
Point Grey Road closed at Trutch in association with bike path and additional park space	• To red



Whv?

- ovide additional space for people walking and running with ections to waterfront parks
- ing sidewalk width in line with other sections of the Seaside nway
- prove the walking and running surface for people of all ages abilities
- iden sidewalk while maintaining two travel lanes and south on-street parking
- ovide a more comfortable pedestrian experience by creating ration between vehicles and pedestrians and improving ility for all road users
- prove visibility for all road users
- ovide lighting levels to current standards and improve ility for all road users
- ovide access for residents while maintaining a level sidewalk
- place existing trees that need to be removed and to enhance ublic realm
- prove pedestrian crossings and reduce vehicle speeds
- duce vehicle volumes and to enhance the public realm



