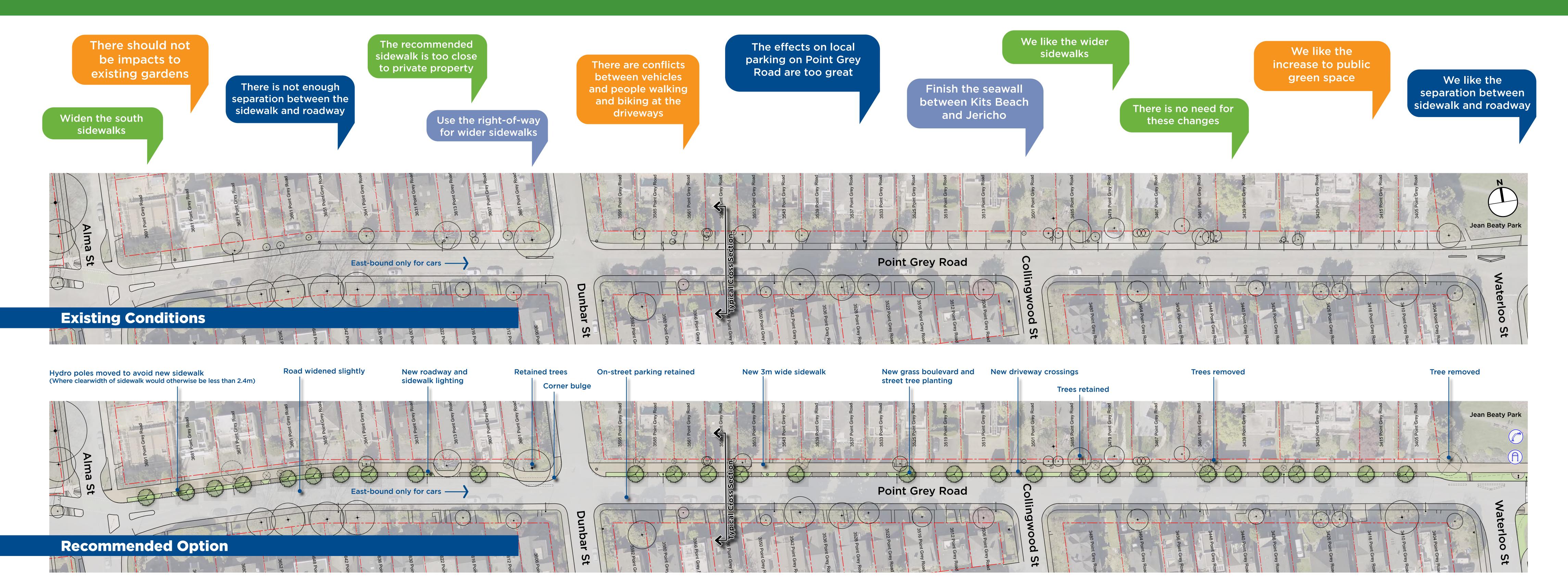
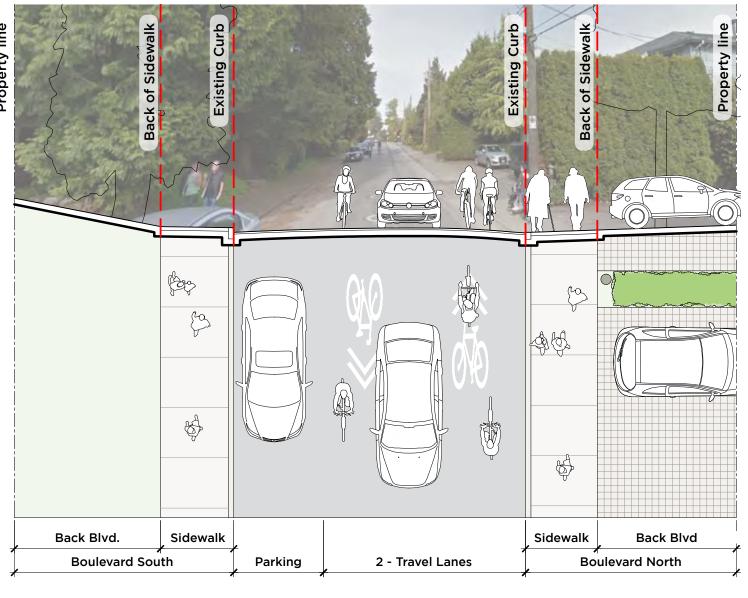
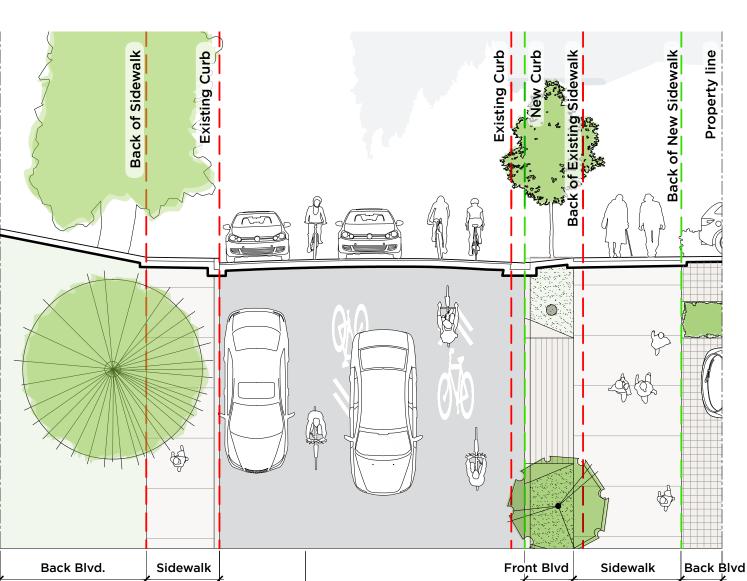
Alma to Waterloo - Final Recommendations









Existing Conditions

Typical Cross Section

6.0m boulevard south side of Point Grey Road. 4.0m landscaped back boulevard, 2.0m sidewalk

8.2m roadway (curb to curb)
2.5m on-street parking, 2 x 2.85m travel lanes

5.9m boulevard north side of Point Grey Road 2.0m sidewalk, 3.9m back boulevard

Recommended Option

6.0m boulevard south side of Point Grey Road.

8.5m roadway (curb to curb)
2.5m on-street parking, 2 x 3.0m travel lanes

5.6m boulevard north side of Point Grey Road 1.4m front boulevard, 3.0m sidewalk, 1.2m back

Identified widths represent a typical design and variations may

Typical Cross Section

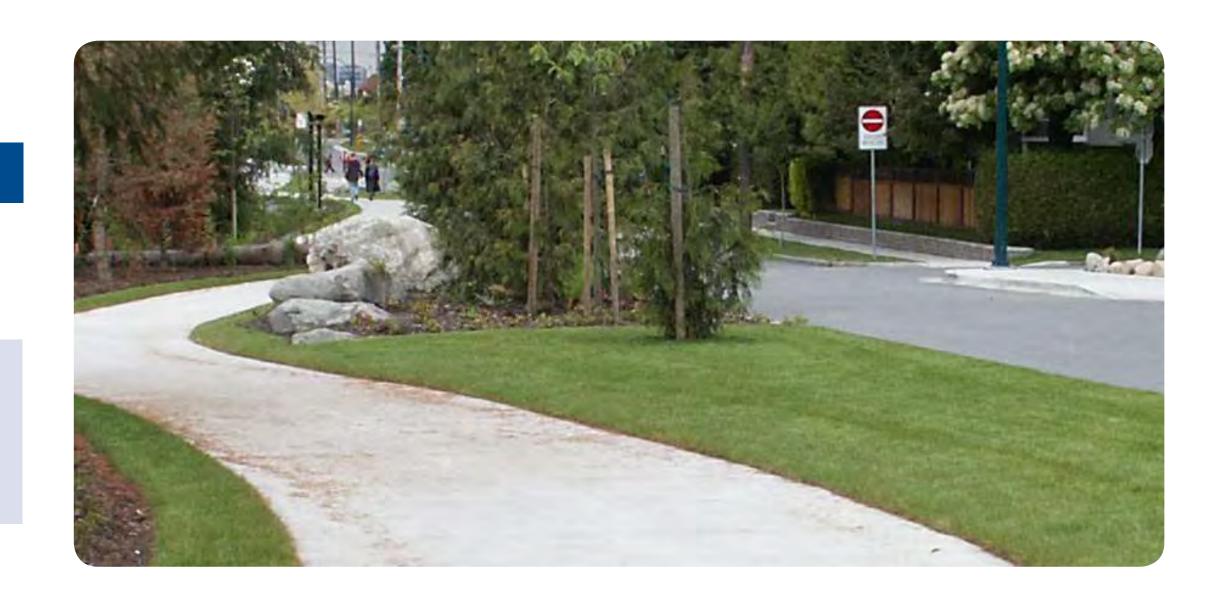
boulevard

4.0m back boulevard, 2.0m sidewalk

occur for different segments on Point Grey Road.







What is different?	Why?
Widened sidewalk on the north side of the street	 To provide additional space for people walking and running with connections to waterfront parks
	 To bring sidewalk width in line with other sections of the Seaside Greenway
Maintain a level sidewalk across driveways	 To improve the walking and running surface for people of all ages and abilities
Road widened slightly between Alma and Waterloo	 To provide additional space for motor vehicles and bicycles, reducing conflict between the two
	To bring road width in line with the rest of Point Grey Road
Creation of front boulevard on the north side of the street	 To provide a more comfortable pedestrian experience by creating separation between vehicles and pedestrians and improving visibility for all road users
Some existing trees and hedges removed from the street right of way	 To accommodate the widened sidewalk and front boulevard and to improve visibility for all road users
New street and pedestrian lighting	 To provide lighting levels to current standards and improve visibility for all road users
New driveway crossings	To provide access for residents while maintaining a level sidewalk
New street tree planting	 To replace existing trees that need to be removed and to enhance the public realm
	the public realing