From: "Johnston, Sadhu" <Sadhu.Johnston@vancouver.ca>

To: "Direct to Mayor and Council - DL"

CC: "City Manager's Correspondence Group - DL"

Date: 6/9/2020 8:28:25 PM Subject: pedestrian signals

Hello Mayor and Council

I am following up on a request regarding non-touch pedestrian push-buttons. Staff have been looking at ways to automate push-buttons at signals as part of the response to the COVID-19 Emergency. Over the past several weeks up to 50 intersections across the City have been converted to continuously call the pedestrian walk during the day. This was a relatively quick implementation trial requiring software programming of the signal and were generally implemented at signals close to other Mobility and Public Space Response and Recovery initiatives such as Room to Queue and Room to Move as presented to Council.

Staff will continue to look at additional locations where this can be implemented however some locations have been converted back to push-button activation as residents raised concerns for the increased noise from audible signals for the blind that are installed at the signals. The audible signal devices are wired into the intersection and are designed to operate on every pedestrian walk signal. Even at a lower volume setting the continuous noise is an issue for residents that live in close proximity to the intersection. Therefore, a citywide change to continuously call the pedestrian phase is not recommended.

Staff will be looking at automating pedestrian detection to replace the existing push button however, this is relatively new technology which will require testing before broader use and infrastructure investment across the City. If you have any questions please let me Lon know.

Sadhu

Sadhu Aufochs Johnston | City Manager Office of the City Manager | City of Vancouver sadhu.johnston@vancouver.ca 604.873.7627

Pronouns: he, him, his



The City of Vancouver acknowledges that it is situated on the unceded traditional territories of the Musqueam, Squamish, and Tsleil-Waututh peoples.