

# WILBURTON TOD ACCESS CONCEPTS DESIGN GUIDE

OCTOBER 2024

Selected sections included for informational purposes only for the November 6 Planning Commission Study Session.

**DRAFT** 

Local streets facilitate general vehicular and active transportation access and circulation. These local streets are intended to be dedicated as public right-of-way.

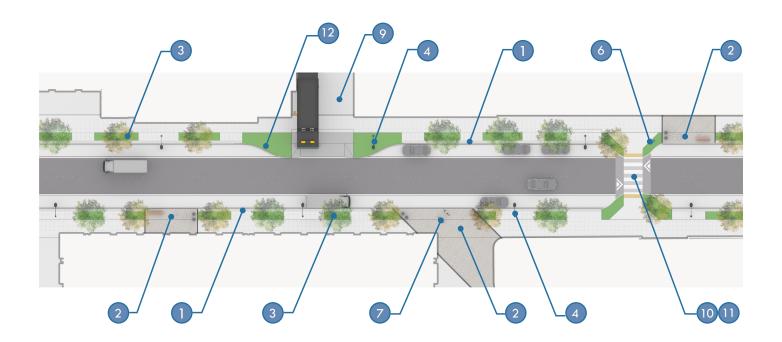
# LOCAL STREET DIMENSIONS

Minimum Corridor Width: 67'						
	Motorized Zone <sup>1</sup>			Non-Motorized Zone <sup>3</sup>		
			ts			
	Vehicle	Parking	Bicycle <sup>2</sup>	Curb	Amenity Zone	Through Zone
	Required	Required	N/A	Required	Required	Required
	20'	(2) 8' lanes for parking and loading		(2) 6" curb	(2) 5′, including 18″ courtesy strip adjacent to curb	(2) 10'
Notes	<ol> <li>Dedicated as public ROW.</li> <li>A dedicated 6' bicycle lane and 2' buffer in the uphill direction may be constructed in place of a parking lane as determined through development review.</li> </ol>				3. 24/7 public acc easement.	ess required on



# ACCESS TYPES | LOCAL STREET

### LOCAL STREET PLAN VIEW

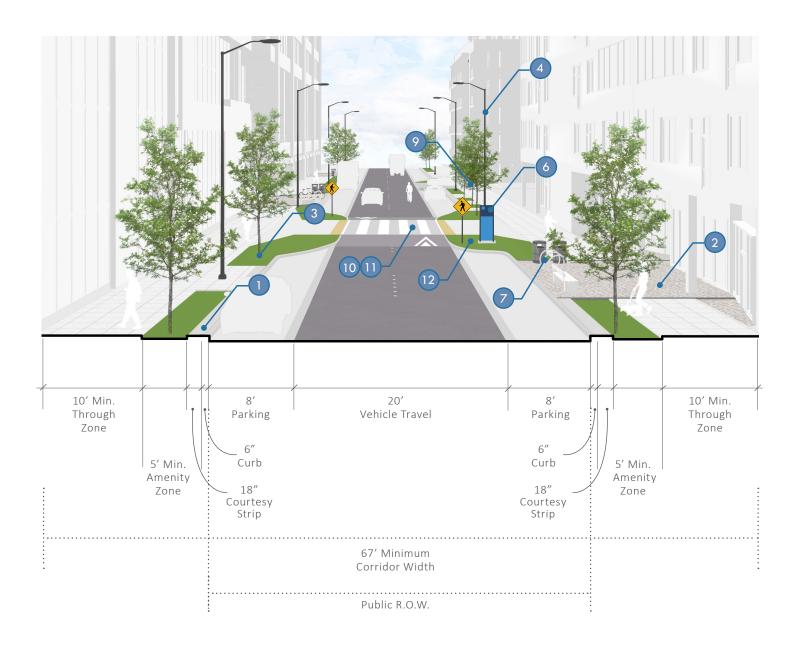


- 1 Courtesy Strip
- 2 Sidewalk Accent Paving
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage
- 7 Bicycle Parking

- 8 Transit Stop
- Oriveway / Garage Access
- 10 Mid-Block Crossing
- 11 Raised Crossing
- 12 Curb Bulb
- 13 Bollards
- 14) Landscape Median



# LOCAL STREET SECTION VIEW





# ACCESS TYPES | LOCAL STREET

#### LOCAL STREET COMPONENTS



NE Shen St between 152nd Ave NE and Cedar Ave NE (Esterra Park, Redmond)



NE 14th Terrace between 121st Ave NE and 123rd Ave NE (Spring District, Bellevue)



106th Ave NE between Main St and NE 2nd St (Downtown, Bellevue)

- 1 Courtesy Strip
- 2 Sidewalk Accent Paving
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage (not shown)
- Bicycle Parking (not shown)
- 8 Transit Stop
- Oriveway / Garage Access (not shown)
- 10 Mid-Block Crossing
- Raised Crossing
- 12 Curb Bulb
- 13 Bollards
- 14 Landscape Median



Flexible access corridors provide for active transportation and essential vehicular access- such as parking, pick-up/drop-off, maintenance, and emergency vehicle access- which will be identified during development review.

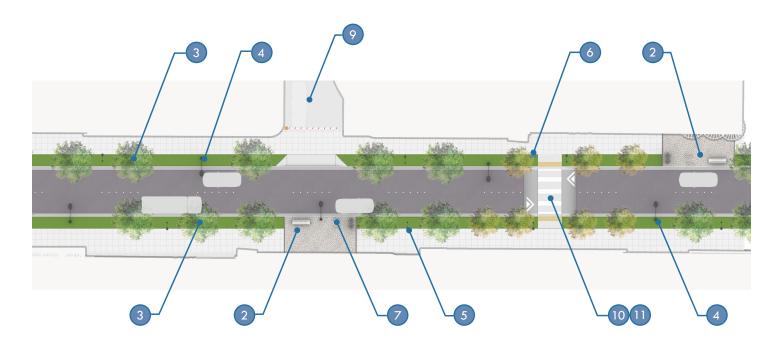
# FLEXIBLE ACCESS DIMENSIONS

Minimum Corridor Width: 51'						
	Motorized Zone <sup>1</sup>				Non-Motorized Zone <sup>5</sup>	
			Des	ts		
	Vehicle <sup>2</sup>	Parking <sup>3</sup>	Bicycle	Curb <sup>4</sup>	Amenity Zone <sup>6</sup>	Through Zone <sup>6</sup>
	Required	Option	N/A	Required	Required	Required
	20'	See <i>Note 3</i>		(2) 6" curb	(2) 5′	(2) 10'
Notes	<ol> <li>24/7 public access required on easement.</li> <li>Turnaround for fire and waste service vehicles may be required. Refer to the Transportation Design Manual for design options.</li> <li>If developer provides on-street parking, the corridor must be widened beyond the minimum by an additional 8' per parking lane. A 18" courtesy strip must be provided adjacent to curb where adjacent to the parking lane, and would be part of the 5' amenity zone.</li> <li>A minimum 18" depressed curb may be used in place of a 6" curb for curbless street design. If provided, the corridor must be widened beyond the minimum by an additional 12" for each depressed curb. Refer to the Transportation Design Manual.</li> </ol>				points for increa pedestrian thro	ess required on  .25R for FAR bonus  ased amenity and  ugh zone beyond  nsions listed here.



# **ACCESS TYPES | FLEXIBLE ACCESS**

#### FLEXIBLE ACCESS PLAN VIEW

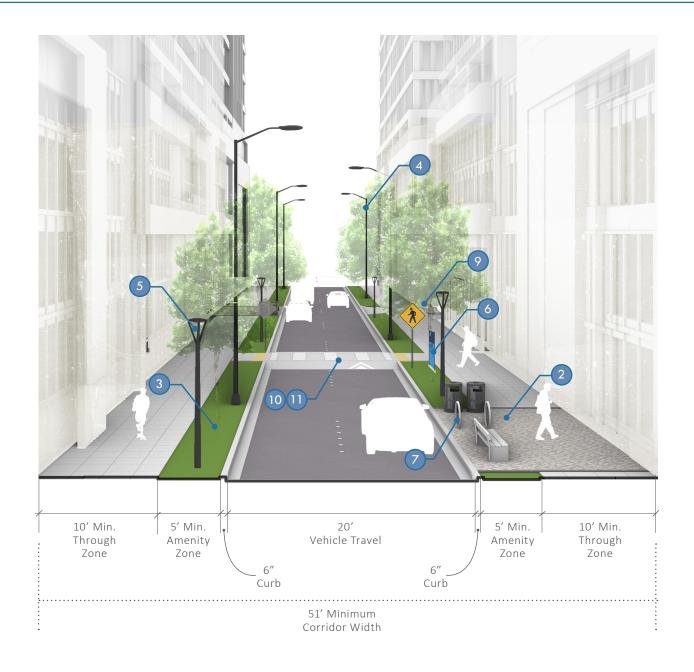


- 1 Courtesy Strip (not shown) \* If parking lane present
- 2 Sidewalk Accent Paving
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage
- 7 Bicycle Parking

- 8 Transit Stor
- Oriveway / Garage Access
- 10 Mid-Block Crossing
- Raised Crossing
- 12 Curb Bulb \* If curb and parking lane present
- 13 Bollards
- 14 Landscape Median

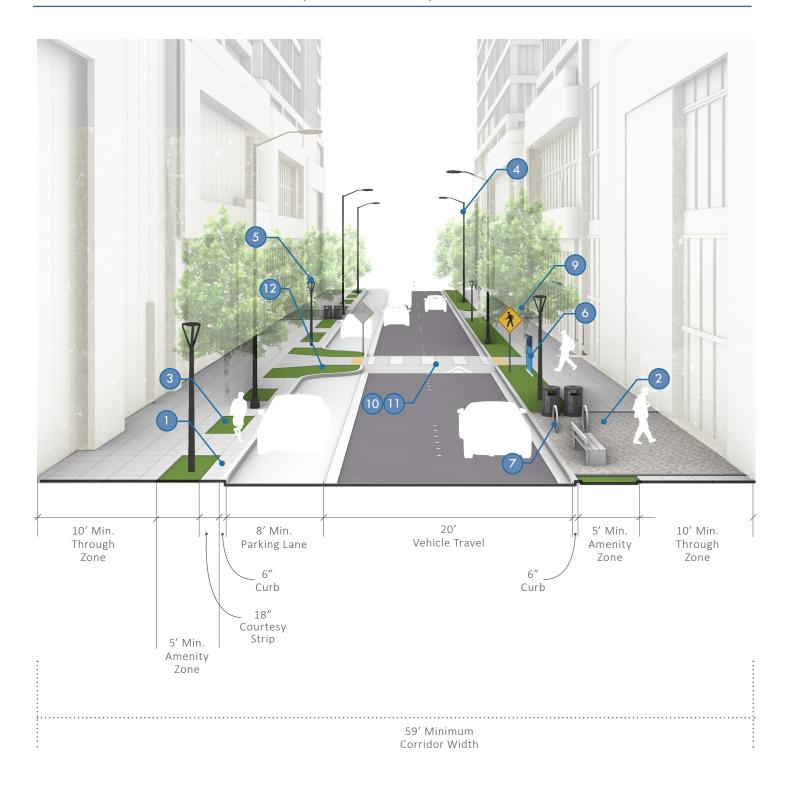


### FLEXIBLE ACCESS SECTION VIEW



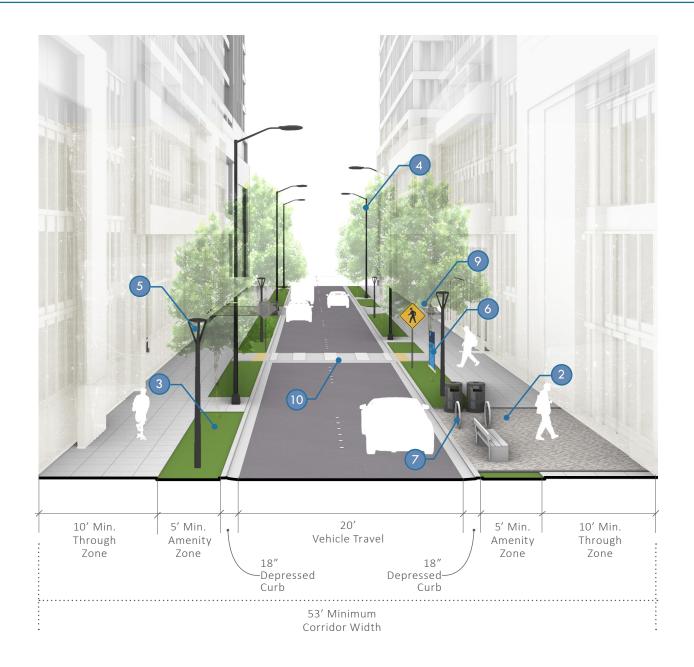


# FLEXIBLE ACCESS SECTION VIEW (WITH PARKING)





# FLEXIBLE ACCESS SECTION VIEW (WITH DEPRESSED CURB)





# **ACCESS TYPES | FLEXIBLE ACCESS**

#### FLEXIBLE ACCESS COMPONENTS



Tagore Ave NE between NE Turing St and NE Hopper St (Esterra Park, Redmond)



Example of flexible access transitioning to active transportation along NE District Way between 121st Ave NE and 122nd Ave NE (Spring District, Bellevue)



Calder Ave NE north of NE Shen St (Esterra Park, Redmond)

- 1 Courtesy Strip (not shown) \* If parking lane present
- 2 Sidewalk Accent Paving (not shown)
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage (not shown)
- 7 Bicycle Parking
- 8 Transit Stop
- 9 Driveway / Garage Access
- Mid-Block Crossing
- Raised Crossing \* If curb present
- 12 Curb Bulb \* If curb and parking lane present
- 13 Bollards
- 14 Landscape Median



October 25, 2024

Two active transportation access types have been identified to serve people walking or bicycling to and from Eastrail, as well as emergency vehicle access per the land use code.

# **ACTIVE TRANSPORTATION ACCESS DIMENSIONS**

Minimum Corridor Width: 30'					
	Non-Motorized Zone <sup>1</sup>				
	Design Co	Design Components			
	Through Zone	Amenity Zone			
Condition A: Active Transportation Access Only	Required	Required			
	14' paved surface for active transportation access	Additional landscape, public realm, and active transportation areas up to 30'			
Condition B: Active Transportation and Emergency Vehicle Access	Required	Required			
	20' paved surface for shared active transportation and emergency vehicle access	Additional landscape, public realm, and active transportation areas up to 30'			
Notes	1. 24/7 public access required on easement.				

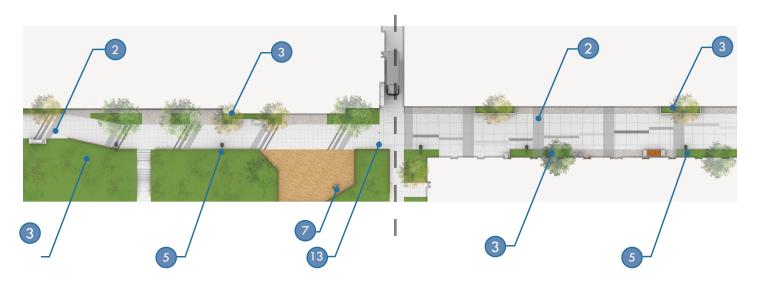


# **ACCESS TYPES | ACTIVE TRANSPORTATION ACCESS**

### **ACTIVE TRANSPORTATION ACCESS PLAN VIEW**

# **CONDITION A**Active Transportation Access Only

**CONDITION B**Active Transportation and Emergency Vehicle Access



- 1 Courtesy Strip
- 2 Sidewalk Accent Paving
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage (not shown)
- 7 Bicycle Parking

- 8 Driveway / Garage Access
- 9 Mid-Block Crossing
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## ACTIVE TRANSPORTATION ACCESS SECTION VIEW: CONDITION A

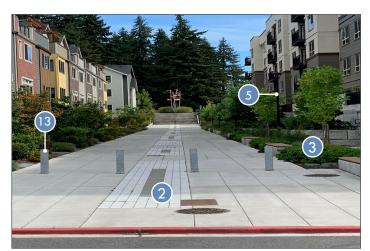


### ACTIVE TRANSPORTATION ACCESS SECTION VIEW: CONDITION B



# ACCESS TYPES | ACTIVE TRANSPORTATION ACCESS

#### **ACTIVE TRANSPORTATION ACCESS COMPONENTS**



Between 158th Pl NE and Crossroads Park (Upton, Bellevue)



Between NE 14th Terrace and NE Spring Blvd (Spring District, Bellevue)



Example of flexible access transitioning to active transportation access between 24th Ave NE and Burke-Gilman Trail (University Village, Seattle)

- Sidewalk Accent Paving
- Landscaping and Street Trees
- Pedestrian-Scale Lighting
- Wayfinding Signage (not shown)
- Bicycle Parking

- Bollards



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# ACCESS TYPES | PEDESTRIAN CORRIDOR

Pedestrian corridors provide an opportunity for increased pedestrian movement and help reduce the scale of larger sites.

# PEDESTRIAN CORRIDOR DIMENSIONS

Minimum Corridor Width: 14'					
	Non-Motorized Zone <sup>1</sup>				
	Design Components				
	Through Zone	Amenity Zone			
	Required	Encouraged			
	14' paved surface for active transportation access	Additional landscape, public realm, and active transportation areas			
Notes	1. 24/7 public access required on easement.				



### PEDESTRIAN CORRIDOR SECTION VIEW



- Courtesy StripSidewalk Accent Paving
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage (not shown)
- Bicycle Parking

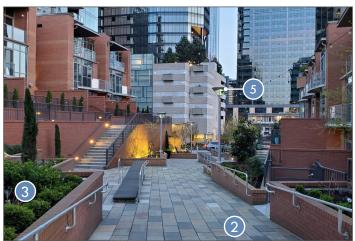
- 8 Transit Stop
- Driveway / Garage Access
- 10 Mid-Block Crossing
- Raised Crossing
- 12 Curb Bulb
- 13 Bollards



# **ACCESS TYPES | PEDESTRIAN CORRIDOR**

#### PEDESTRIAN CORRIDOR COMPONENTS







Examples of through-block connections in Downtown Bellevue

- 1 Courtesy Strip
- 2 Sidewalk Accent Paving
- 3 Landscaping and Street Trees
- 4 Street Lighting
- 5 Pedestrian-Scale Lighting
- 6 Wayfinding Signage
- 7 Bicycle Parking (not shown)
- 8 Transit Stop
- 9 Driveway / Garage Access
- 10 Mid-Block Crossing
- Raised Crossing
- (12) Curb Bulk
- 13 Bollards
- 14 Landscape Median

