



Shorewood

**WILSON DRIVE TASK FORCE  
STEERING COMMITTEE**

**Wednesday December 14, 2016 7:00 PM**

Village Hall Committee Room  
3930 N. Murray Ave, Shorewood, WI 53211

**AGENDA**

1. Call to order.
2. Consideration of September 14 and 29, 2016 and November 30, 2016 meeting minutes
3. Discussion of preferred conceptual street designs for the Wilson Drive Corridor.
4. Discuss next steps.
5. Adjourn.

**DATED** at Shorewood, Wisconsin, this 7th day of December, 2016.

**VILLAGE OF SHOREWOOD**

Tanya O' Malley, Village Clerk WCPC

Should you have any questions or comments regarding any item on this agenda, please contact Ericka Lang, Planning Director, Planning & Development Department, at (414) 847-2640.

Upon reasonable notice, efforts will be made to accommodate the needs of disabled individuals.

It is possible that members of and possibly a quorum of members of other governmental bodies of the municipality may be in attendance at the above stated meeting to gather information; no action will be taken by any governmental body at the above stated meeting other than the governmental body specifically referred to above in this notice.

## WILSON DRIVE RECONSTRUCTION PROJECT: *Road Infrastructure / Amenities*

### 1. Vehicle-Oriented Infrastructure

- A. Drive Lane\* : min. 10 feet; 11 – 12 Feet
- B. Left Turn Lane\* : 10 – 12 Feet – *minimize emphasizing (or eliminate) crosswalks on side of the street with left turn lane, unless none is possible on the other leg of the intersection*
- C. Right Turn Lane\* : min. 9 feet; 10-11 Feet – *generally not possible w/ a bumpout present*
- D. Parking Lane\* : min. 6 Feet; 7.5 – 9 Feet
  - a. Standard Asphalt
  - b. Porous Asphalt
  - c. Brick / Pavers (see Character Image D)

### 2. Other Transit Mode Infrastructure

- A. Shared Parking / Bike Lane\* : 10- 12 Feet (see Character Image I)
- B. Bike Lane\* : 4 – 7 Feet
  - a. Standard Lane Striping
  - b. Add Painted Lane Separator: Min. 3 Feet (see Character Image L)
  - c. Add Painted / Thermoplastic Green Lane (see Character Image K)
- C. Bus Lane/Bay/Stop Farside\* : 10 – 12 Feet – *this placement location is safer for pedestrians but can increase walking distance to stop and could lead to jaywalkers (southbound stop)*
- D. Bus Lane/Bay/Stop Nearside\* : 10 – 12 Feet – *this placement can impact visibility of pedestrians crossing the street, but puts the stop closer to the intersection*

### 3. Crosswalk Safety/Beautification Enhancements

- A. Bumpouts on Wilson Only (*outside of bike lane, if applicable*)
- B. Bumpouts on Wilson (*outside of bike lane, if applicable*) and Cross Streets
- C. Median / Pedestrian Safety “refuge” Islands\* : Min. 6 FT; 8-10 Feet (see Character Image M) – *safety refuge islands should be used only at prime crossing locations to minimize impact on weaving drive lanes repeatedly, unless this is a desired outcome*

\* Excludes curb/gutter

- D. Painted / Thermoplastic Decorative Pattern w/ in the Crosswalk (see Character Images N & R) – *if colored pavement is desired, then the crosswalks should be concrete*
- E. Unique Paint Design w/in the Crosswalk (see Character Image Q)
- F. Decorative (stamped/brick) Paving / Painted along border of Crosswalk (see Character Image O) – *if colored pavement is desired, then the crosswalks should be concrete*
- G. Painted Ladder or Continental Pattern Crosswalk (see Character Image P)
- H. Rectangular Rapid Flash Beacon (RRFB) (see Character Image O)

4. Stromwater Management Amenities

- A. Porous Pavement / Pavers / Brick Parking Area (see Item #1D) – *should not be used in heavily traveled areas, especially drive lanes*
- B. Median bioswale w/ option of dry river bed (see Character Images A, B & C)
- C. Bumpout bioswale (see Character Images E & F)
- D. Terrace bioswale w/ option of dry river bed (see Character Images G & H)

\* Excludes curb/gutter

# Stormwater Management



Median bioswale with dry river bed



Median bioswale with dry river bed



Median bioswale



Permeable pavers in parking lane



Sunken bioswale with curbed edge



Bump out bioswale



Terrace bioswale



Dry stream with plantings in terrace

# Bicyclist enhancements



Shared bicyclist and parking lane markings



Bike Lane



Green bicycle lane



Bike lane with Lane Separator

# Pedestrian Enhancements



Crosswalk with median respite



Painted crosswalk



Decorative crosswalk border w/ RRFBs



Painted Crosswalk using ladder pattern



Decorative, painted crosswalk



Stamped Brick Outline (thermoplastic)

Placemaking opportunities



1

Abstract sculpture



4

Trail gateway feature



7

Specialty bird / plant info sign



10

Bike Share Station



2

Nature inspired sculpture



5

Sidewalk gateway feature (Shorewood example)



8

Specialty trail entrance signage



11

Bike Repair Station



3

Nature inspired sculpture



6

Plaza with water feature



9

Outdoor exercise stations



12

Hydration Station

## ROAD INFRASTRUCTURE / AMENITY COST LIST

STANDARD ROADWAY	Unit	High Estimate
ASPHALT	SY	\$17
ROAD BASE (8-inch aggregate)	SY	\$17
CURB & GUTTER	LF	\$15
CONCRETE SIDEWALK	SF	\$7
WHITE PAVEMENT MARKINGS (6-inches)	LF	\$5
WHITE PAVEMENT MARKINGS (18-inches)	LF	\$17
DECORATIVE ROAD ENHANCEMENTS		
DECORATIVE CONCRETE CROSSWALKS	SF	\$17
PERMEABLE PAVINGS (in 7.5-FT parking zone)	LF	\$100
POROUS ASPHALT (in 7.5-FT parking zone)	LF	\$75
THERMOPLASTIC PATTERNING/MARKINGS	SF	\$14
LIGHTING		
COBRA LIGHTING (standard DOT lights)	EA	\$2,000
DECORATIVE LIGHTING	EA	\$4,000
LIGHT INSTALL	EA	\$2,000
SITE FURNISHINGS		
SINGLE U-SHAPED BIKE RACK	EA	\$250
BIKE RACK	EA	\$2,000
BIKE FIXATION STATION	EA	\$2,500
BENCH	EA	\$3,000
HYDRATION STATION	EA	\$7,000
TRASH/RECYCLING RECEPTACLE	EA	\$2,000
PLAZA FEATURES		
DECORATIVE PAVING	SF	\$35
LARGE KIOSK W/ SOLID BASE	LS	\$20,000
SMALL KIOSK W/ NO BASE (POLE ONLY)	LS	\$7,500
DRINKING FOUNTAIN	LS	\$7,500
TRAIL / CROSSINGS		
EXERCISE EQUIPMENT		VARIABLE
RECTANGULAR RAPID FLASH BEACON (RRFB)	Crossing	\$15,000
BIO-SWALE + PLANTS		
7-FT SWALE (4-ft bottom, 6-inch depth)	LF	\$80
10-FT SWALE (7-ft bottom, 6-inch depth)	LF	\$120

Source: MSA Professional Services