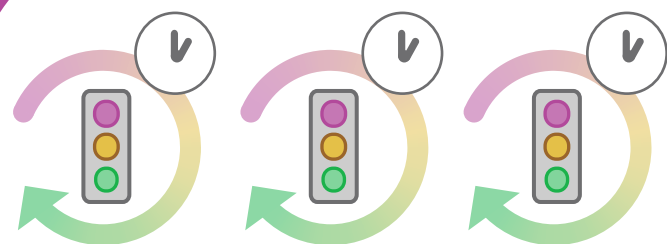


# Improved Pedestrian Mobility

Give pedestrians more opportunities to cross the street with shorter wait times that don't require pushing buttons

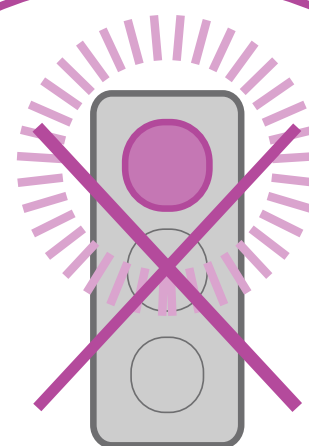


## SHORTER CYCLE LENGTHS



Create more frequent crossing opportunities

## SIGNAL PHASING 24/7



Don't use flash settings or require pedestrian actuation at night

## AUTOMATIC WALK PHASE



Don't require actuation by a waiting pedestrian

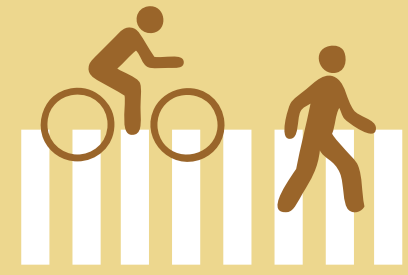
## NO-CONTACT BUTTONS



Pedestrians actuate signals without physically touching a button

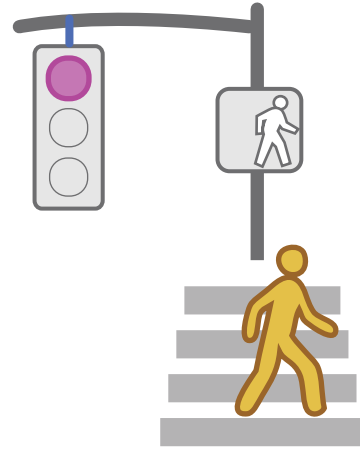
The operations tools on these pages represent a selection of approaches for increasing safety and convenience for roadway users. The appropriate tool(s) for a particular location or jurisdiction should be selected based on context.

# Safer Crossings



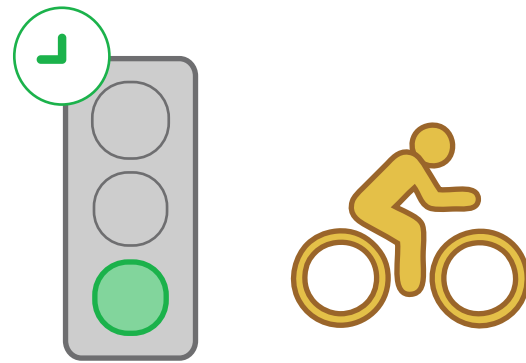
Set signal phasing lengths and timing to increase safety for people walking and biking across the street

## LEADING PEDESTRIAN INTERVAL



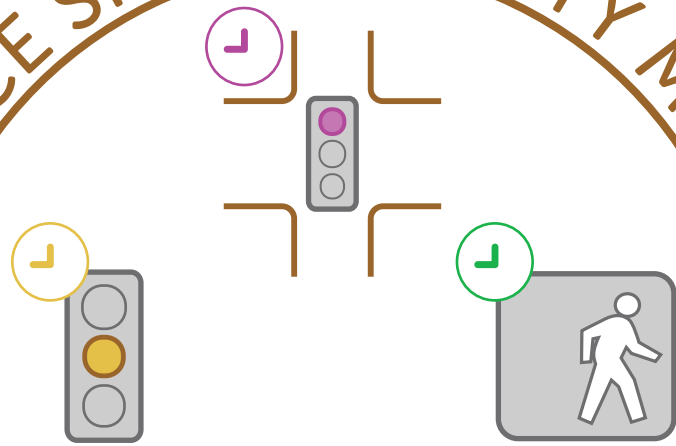
Pedestrians begin crossing while cars are still stopped at the red light

## MINIMUM GREEN PHASES



Minimum green times set for bicyclists to clear the intersection

## ENHANCE SIGNAL SAFETY MARGINS



Longer yellow, all-red, and walk-signal phases

The operations tools on these pages represent a selection of approaches for increasing safety and convenience for roadway users. The appropriate tool(s) for a particular location or jurisdiction should be selected based on context.

# Slower Vehicle Speeds



Use signal coordination and community campaigns to slow drivers

## ADVISORY SPEED LIMITS

Create community campaigns to slow driving speeds

## SLOW-SPEED SIGNAL COORDINATION

Coordinate signal timing for bike and transit speeds

## REMOVE SIGNAL COORDINATION

Remove coordination so cars must stop more frequently

The operations tools on these pages represent a selection of approaches for increasing safety and convenience for roadway users. The appropriate tool(s) for a particular location or jurisdiction should be selected based on context.