

Broadway Reconstruction: Violet to US36

Project Scope and Funding

Project Purpose

The North Broadway Reconstruction Project will provide long-term pavement maintenance, transportation improvements with enhanced safety and comfort for multimodal travel along Broadway, and path improvements and future floodplain mitigation at the Fourmile Canyon Creek crossing.

Project Budget and Funding Sources

The original project budget is \$11.3M and the funding sources include city Transportation funds (18% of budget), Federal transportation funds (55% of budget) and city Utilities funds (27%) for Fourmile Canyon Creek drainageway crossing improvements at Broadway. Additional transportation funding is being committed for recent project changes associated with raised buffered bike lanes and a multi-use path.

Project Scope

- Reconstruction of Broadway from Violet Avenue to US 36, including new curb and gutter;
- Installation of raised buffered bike lanes from Violet Avenue to Lee Hill Drive (**recent project change**) and buffered bike lanes from Lee Hill Drive to US 36;
- Multi-use path on the west side of Broadway from Violet Avenue to US36 (**recent project change**);
- New traffic signal at Broadway and Yarmouth Avenue and improvements to existing traffic signals;
- Bus stop boarding area upgrades, including amenities such as benches, bike racks and shelters for the southbound transit stops;
- Reduction of posted speed limits to 30mph from Violet Avenue to Lee Hill Drive and to 35mph from Lee Hill Drive to US36;
- Construction of a missing section of sidewalk on the east side of Broadway north of Lee Hill Drive, installation of pedestrian curb ramps and upgrades to meet Americans with Disabilities Act (ADA) design guidelines, and raised pedestrian crossings at new curbed right-turn bypass islands at US36 and Broadway;
- Construction of a new drainageway box culvert/underpass for the Fourmile Canyon Creek crossing at Broadway for transportation and future floodplain mitigation purposes.

Schedule/Next Steps

