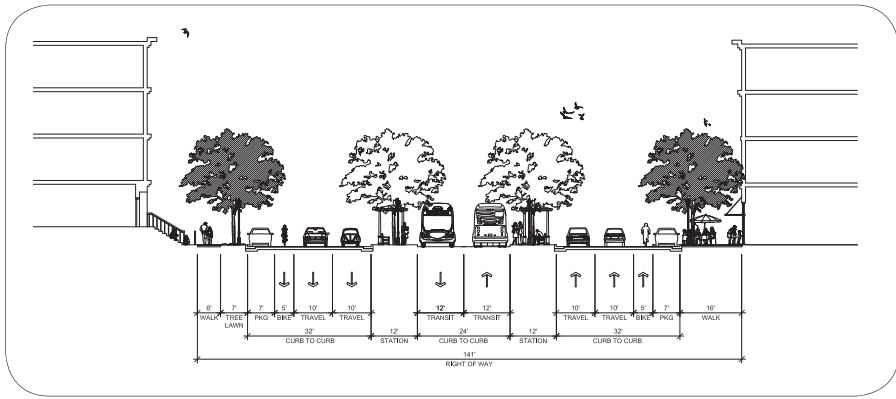
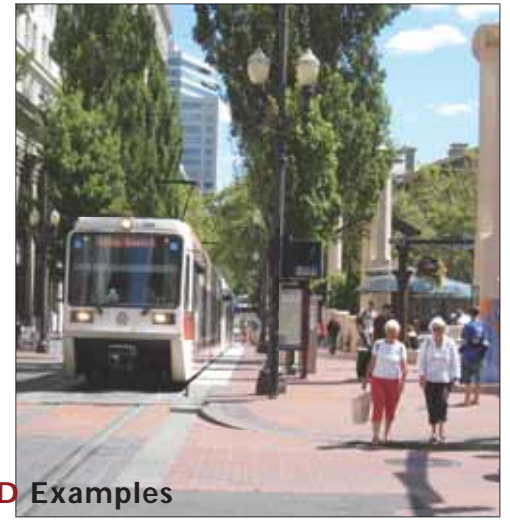


STREETS MAKE A DIFFERENCE



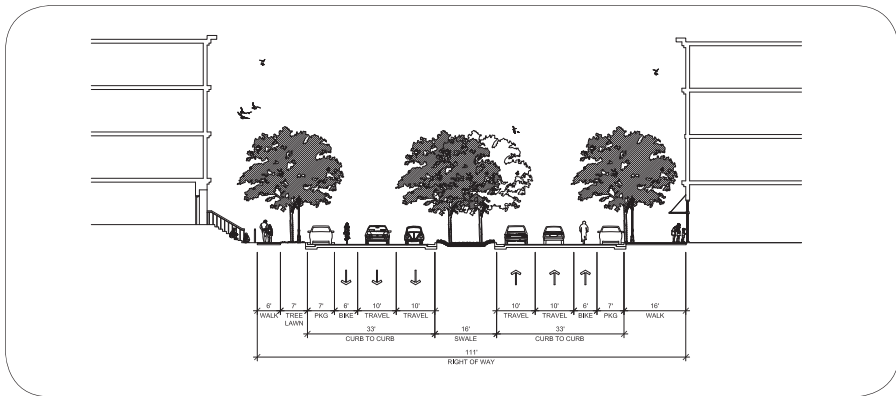
Boulevards are at the top of the street hierarchy in SEGA Alternatives 2 and 3. These **4-Lane roadways** create an attractive edge to commercial and residential areas and efficiently accommodate high volumes of auto traffic. Unlike their typical suburban alternatives, boulevards provide for a more pedestrian-friendly environment, with dedicated transit vehicle lanes.

TYPICAL (6+ Lanes)



BOULEVARD Examples

BOULEVARD



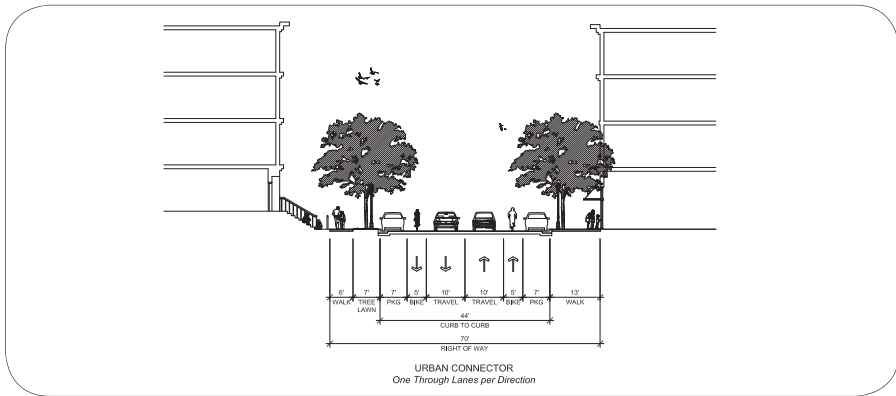
4-Lane Avenues in SEGA Alternatives 2 and 3 move cars efficiently, but also allow commercial and residential uses to flourish. They connect major centers within SEGA and are important connections to areas outside the site.

TYPICAL (4+ Lanes)



AVENUE Examples

AVENUE



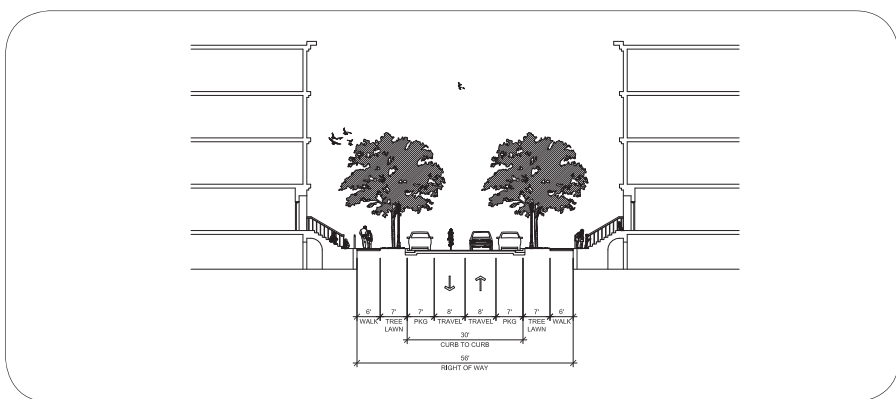
Connectors accommodate intermediate volumes of through traffic from neighborhoods, linking to local and subregional destinations such as shopping areas and schools. These **2-Lane streets** also allow ample pedestrian and bicycle circulation and are compatible with all land uses.

TYPICAL (4 Lanes)



CONNECTOR Examples

CONNECTOR



Neighborhood streets are 2-lane local streets. They are designed to be human-scale, ensuring pleasant walking environments, speed control, and safety. All neighborhood streets in SEGA Alternatives 2 and 3 would include sidewalks. Some would be designated as "bicycle boulevards" and marked for priority bicycle movement.

TYPICAL (2 Lanes)



NEIGHBORHOOD STREET Examples

NEIGHBORHOOD STREET

