



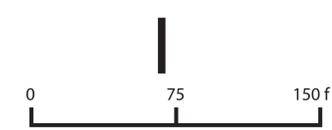
- A** - Repaint faded slow school crossing legend for westbound traffic and add slow school crossing legend for eastbound direction
  - Install bulbouts on northern corners
  - Study restriction of turn movements
- B** - Install bulbouts on northern corners
  - Study signal warrant due to high volumes of pedestrians
  - Repaint faded slow school crossing legend for westbound traffic and add slow school crossing legend for eastbound traffic
  - Study restriction of turn movements
- C** *29th Avenue and International Blvd*
  - Install ADA ramps at three corners
  - Repair the broken-up pavement within crosswalks
  - Repaint existing faded crosswalks
  - Review operation of split signal phasing on International as it causes confusion for pedestrians and drivers
  - Enforce laws prohibiting cars parking in driveways and blocking sidewalk *29th Avenue and East 16th Street*
  - Evaluate whether four-way stop is applicable as almost all intersections in area are all-way stop controlled.
- D** - Repaint faded crosswalks
  - Install ADA pedestrian ramps where none exist
  - Study pedestrian clearance time
  - Install countdown pedestrian heads
  - Convert right turn yield to stop controlled
- E** - Address conflicting parking restrictions west of school frontage
  - Consider reducing three traffic lanes to two traffic lanes
- F** - Consider parking restrictions on internal driveway
  - Install entrance only signs and pavement arrows at the 29th Avenue driveway
  - Install sign alerting drivers not to block sidewalk.

**KEY**

-  Bulbout
-  Crossing Improvement
-  Parking Improvement

**General Comments:**

- Inventory and repair the locations along the school frontage where sidewalk has lifted or broken
- Install sidewalk on 29th Avenue South of East 12th Street
- Inventory and prioritize installation of ADA compliant ramps
- Update school signs and legends to current MUTCD standards

# Alameda Safe Routes to School Partnership

## *International Community School/Think College Now, Oakland CA*