



## **Abbott Loop Public Meeting #4 02-23-05 Meeting Summary**

**There were approximately 80 attendees including members of the P/Z and UDC early meeting. The issues heard or submitted on the comment forms include:**

- Upgrade the project to four lanes all the way, please start the bulldozers soon.
- Coventry Drive Pedestrian Crossing/Traffic Signal to the Park (staff is reviewing the options)
- Lore Road should have separate turn lanes for coming onto Abbott Loop
- Where the trails cross under the bridges, we should install a shed over the trails to prevent the snow and sand from falling on the trails and degrading the use of the ski trails
- The posted speed limit between 64th and 68th should be 25 mph, and we should install a roundabout at 68th
- thanks for including the on-street bike lanes. Check the end of trail connections and how the bikes can continue on.
- Keep the clearing north of 68th to minimum to provide a natural noise barrier
- The fenced gas valve area at 64th should be buried or shielded to prevent cars from sliding into them.
- Transit/ASD bus access at 48th (Monday meeting to resolve issue)
- Bus pads along the project (Monday meeting to resolve issues)
- Need for traffic calming on 64th to 68th (MOA Traffic Engineering feels they need to do an area traffic calming study)

**The Planning and Zoning Commission and the Urban Design Commission had a briefing before the public meeting. The issues they mentioned included:**

- Traffic on Tudor east of Bragaw increases substantially. The result is the traffic is spread between the Tudor and Lake Otis and Tudor and Bragaw intersections.
- How about a roundabout at Dowling? Will be reviewed when Dowling project gets funding and approval to move ahead.
- Is the pathway separated from the roadway? The approach was to provide a 7' - 8' where possible.
- Will the ROW affect future expansion? The least painful approach is to expand to the east side which would require BLM approval.
- If four lanes were built on the south end would AWWU still be under the trail? That would depend upon where the ROW can from to allow the expansion.
- What plant materials are scheduled? A variety of plants, shrubs and trees, with the full plant schedule available for review.

- What kind of retaining walls for the bridges? To limit the impact on the wetlands, the bridges are designed with MSE (material stabilized earthwork) walls along the bridge approaches. These walls are used in other areas of Anchorage.
- The project theme is connections and crossings. The approach is to tie the neighborhood areas together using the major and minor gateways to let people know they are entering a unique area.
- What about project lighting? The project includes intersection silhouette lighting, lighting at the 64th entrance to the moose fencing, and pedestrian lighting on the bridges. The bridges are also being plumbed for future traffic lighting needs.
- What is the project speed limit? 45 mph.
- What is the moose fencing going to look like? The fence is about 10 foot tall with a clear area at the bottom for small animal passage. It uses a woven wire design and will include one way gates similar to the Glenn Highway moose fence. At the fence ends near the bridges, rip rap will be installed to deter moose from going up onto the bridges. Moose fencing is not being installed on the southern section near BLM or the residences.
- The northern major gateway will be installed closer to the 48th Avenue location.
- Has the rubberized asphalt been used anywhere else in Anchorage? Yes it has and it has proved to be very durable. It will be used on a trial basis in the 2-lane section to reduce noise in the residential areas.
- Is the pathway on the west side continuous? Yes it is. The project also has a gravel pathway on the east side from Abbott Road to the Community Park. The trail does not go further north due to wetland/creek crossings and ROW issues.
- Will the pathways connect to the existing BLM trails? Trail connections through the community park and at the Lore Road intersection are being provided.