

# WELCOME!

## **The purpose of today's Public Information Open House Meeting is to**

- Discuss potential improvements on 23rd Street
- Solicit input from the public
- Answer your questions and receive comments

**Please Sign In**

**Spanish Interpreter Available**

# ¡BIENVENIDO!

## **El propósito de la Reunión Informativa Abierta al Público del día de hoy es:**

- Hablar acerca de posibles mejoras en la calle 23
- Solicitar opiniones del público
- Responder sus preguntas y recibir comentarios

**Por favor firme su asistencia**

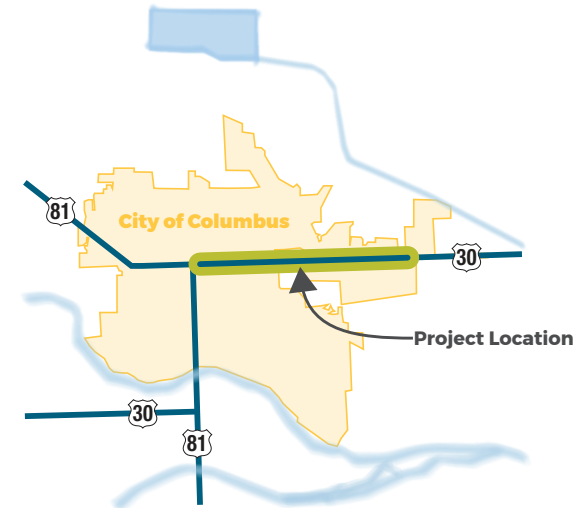
**Hay Intérprete de Español Disponible**

# Project Purpose & Need and Location

## PURPOSE

The purpose of this proposed project is to preserve the transportation asset, improve the reliability of the transportation system, and perpetuate the mobility of the traveling public.

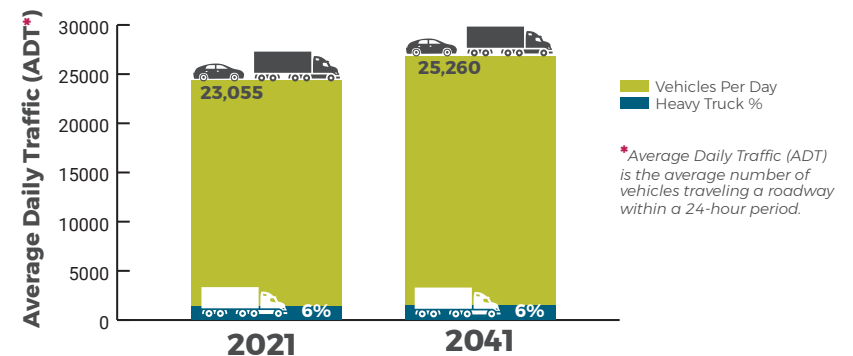
The project would provide an improved roadway corridor for vehicular and pedestrian travel, and enhance connectivity.



## NEED

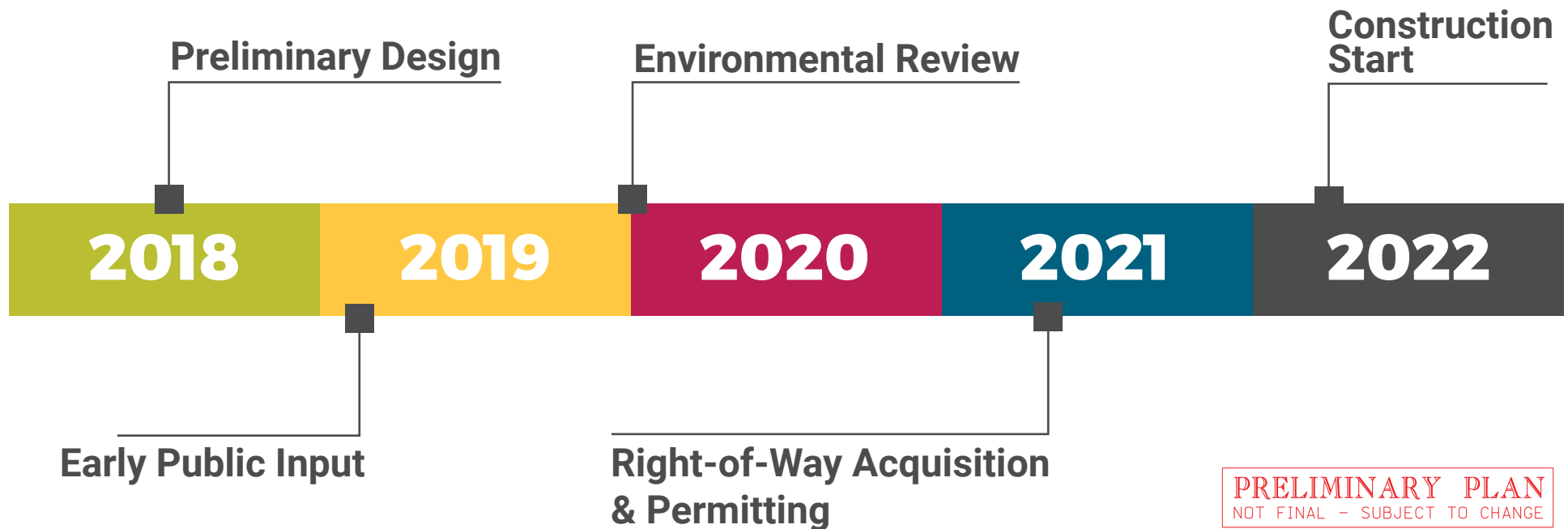
The need for the proposed project is based on the distressed nature and poor condition of the roadway. The paved roadway has deteriorated over the last 30+ years and has substantial ruts and cracking.

### Traffic Volumes on 23rd Street (US-30)



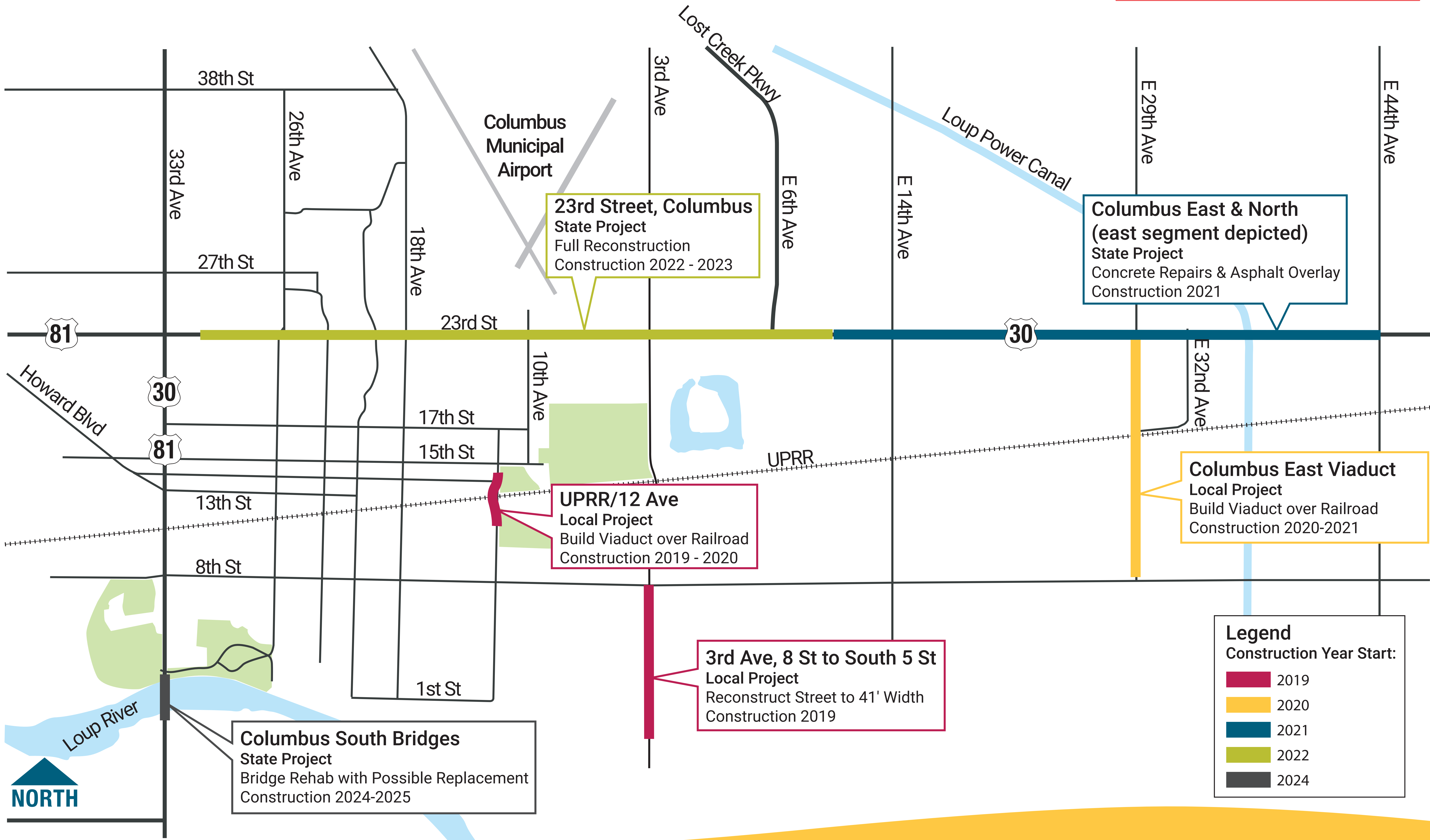
# Proposed Project Timeline

As currently planned, construction is tentatively scheduled for the 2022 and 2023 construction seasons



# Projects In The Area

**PRELIMINARY PLAN**  
NOT FINAL - SUBJECT TO CHANGE



# Environmental Considerations

## ENVIRONMENTAL RESOURCES TO BE EVALUATED

- Right-of-Way (ROW) and Access
- Section 4(f)/6(f) of the Transportation Act
- Utilities
- Water Resources and Water Quality
- Floodplain / Floodway
- Wetlands and Waters of the US
- Stormwater Drainage
- Endangered and Threatened Species, Designated Critical Habitat
- Environmental Justice/Civil Rights (Title VI of the Civil Rights Act)
- Cultural Resources and Historic Properties
- Hazardous Materials
- Noise and Air Quality

# Typical Cross Sections

PRELIMINARY PLAN  
NOT FINAL - SUBJECT TO CHANGE

