

Depressed highway strategy: modeling results

The results presented here are from the SMTC's Regional Travel Demand Model. This model is intended for planning-level analysis and was used to determine impacts to regional mobility, which was one component of the feasibility assessment for each strategy. More detailed analysis to develop location-specific mitigation measures will be necessary during the next phase of this process.

ASSUMPTIONS

- Same population and number of jobs as No-Build strategy
- Same assumptions of continued maintenance and planned smaller local projects in the region as in the No-Build strategy
- Fully-directional I-81/I-690 interchange with new ramps from I-690 eastbound to I-81 northbound and from I-81 southbound to I-690 westbound
- I-81 replaced with a submerged depressed highway (2 lanes each direction) from Van Buren Street to the I-690 interchange
- New street level boulevard (2 lanes each direction) in place of Almond Street
- I-690 remains elevated
- New I-690 exit at Lodi/Comstock (Comstock extended from East Genesee to Erie Blvd) for access to University Hill
- West Street off ramp to Herald Place removed
- Erie Blvd and Water Street removed between Townsend Street and Almond Street
- Several local ramps removed to increase spacing of ramps

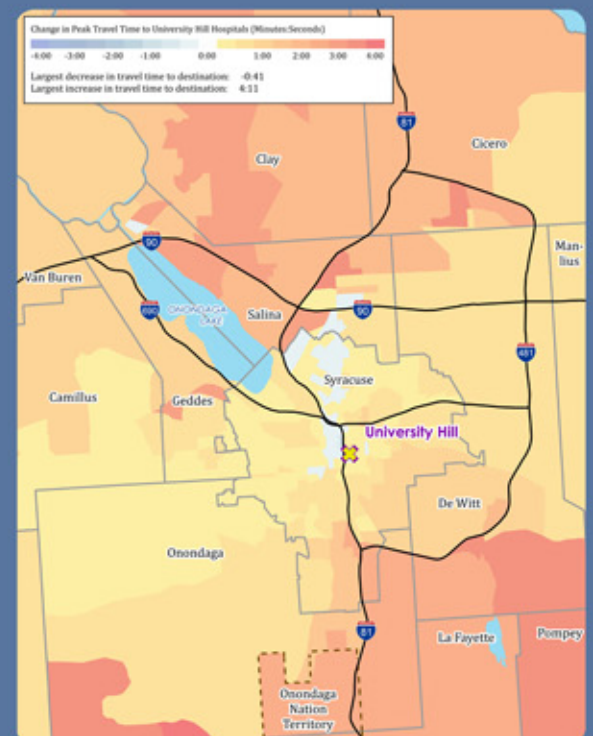
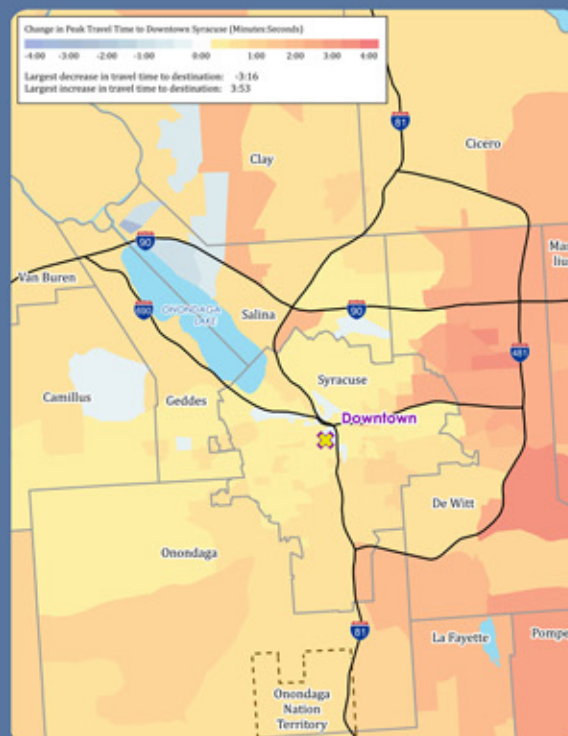
TRAFFIC CONDITIONS (PM PEAK PERIOD)

- Traffic volume increases along I-81 north of the I-81/I-690 interchange, along I-690 west of I-81 and along I-81 within the viaduct area
- North-south through traffic continues to use I-81 through downtown, with little on I-481
- Alters traffic patterns close to downtown, including diversions away from I-690 east of downtown to parallel streets, and a shift to I-690 west of downtown
- Traffic volume decreases along I-690 east of I-81



TRAVEL TIMES (AM PEAK PERIOD)

Minimal increases in travel time expected throughout the region



*Please note modeling results for the Tunnel and Depressed Highway strategies are identical because the model inputs are the same.