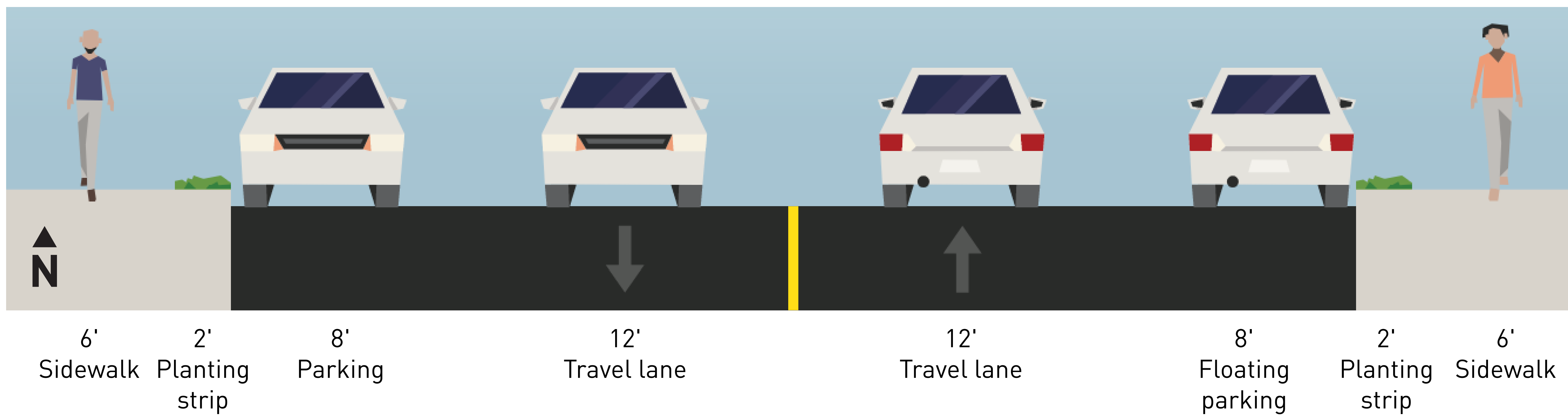
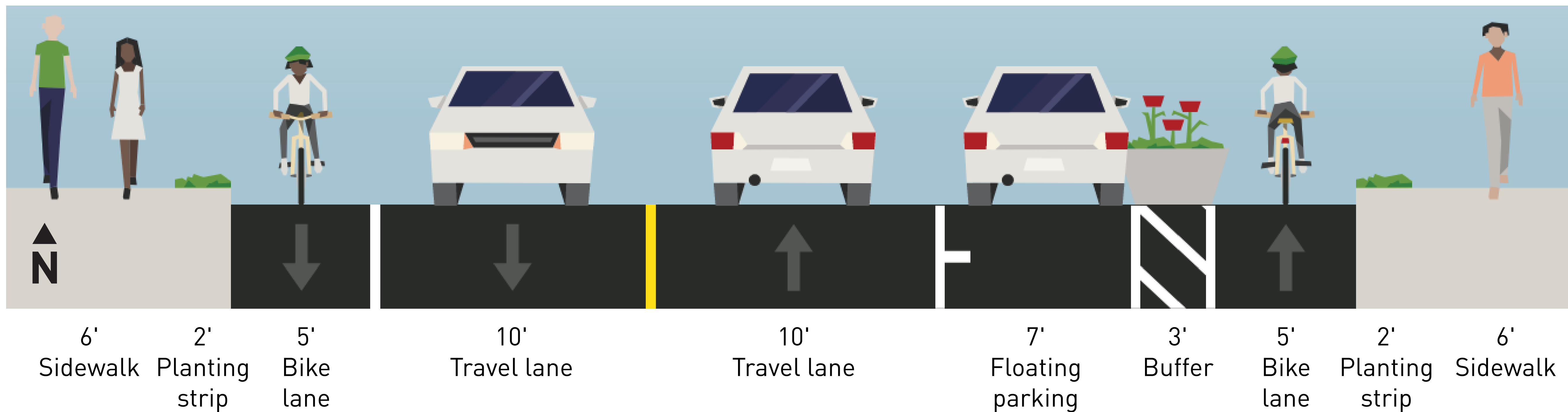


WILSON AVE S: S DAWSON ST - S MORGAN ST

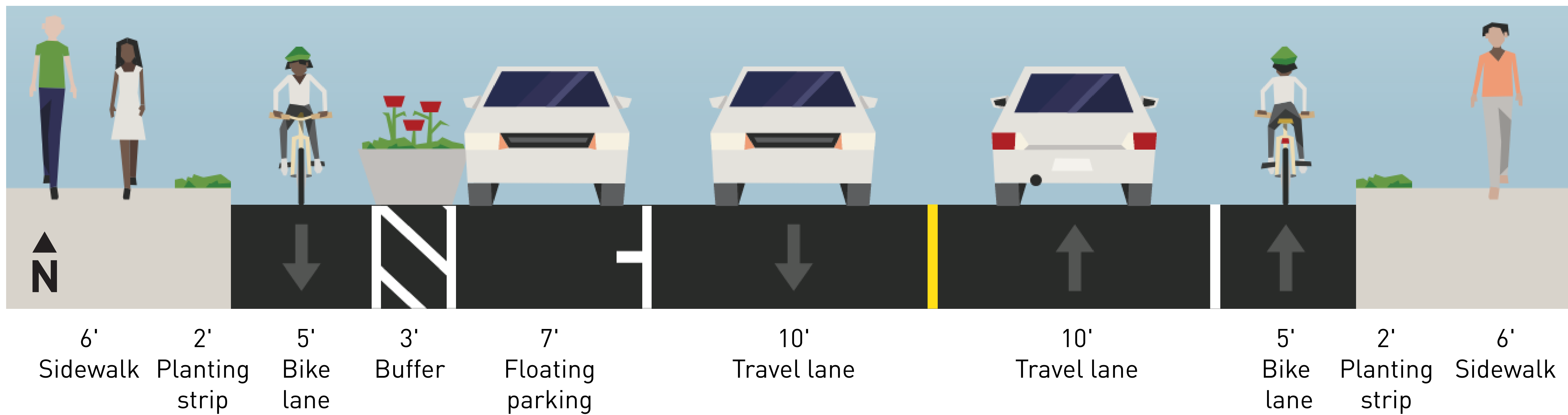
Current Configuration: S Dawson St to S Morgan St



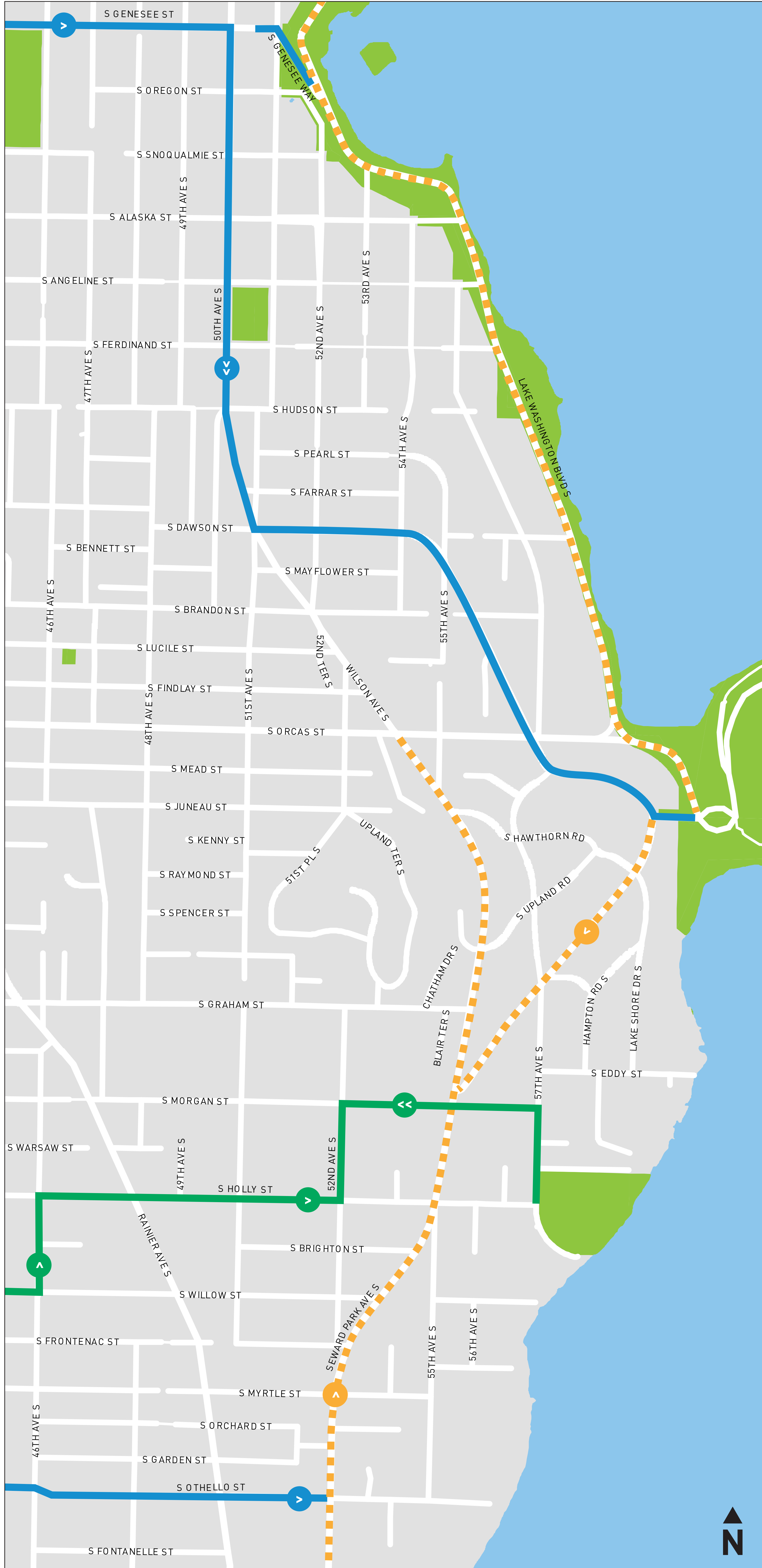
Updated Design: S Dawson St to S Orcas St



Updated Design: S Orcas St to S Morgan St



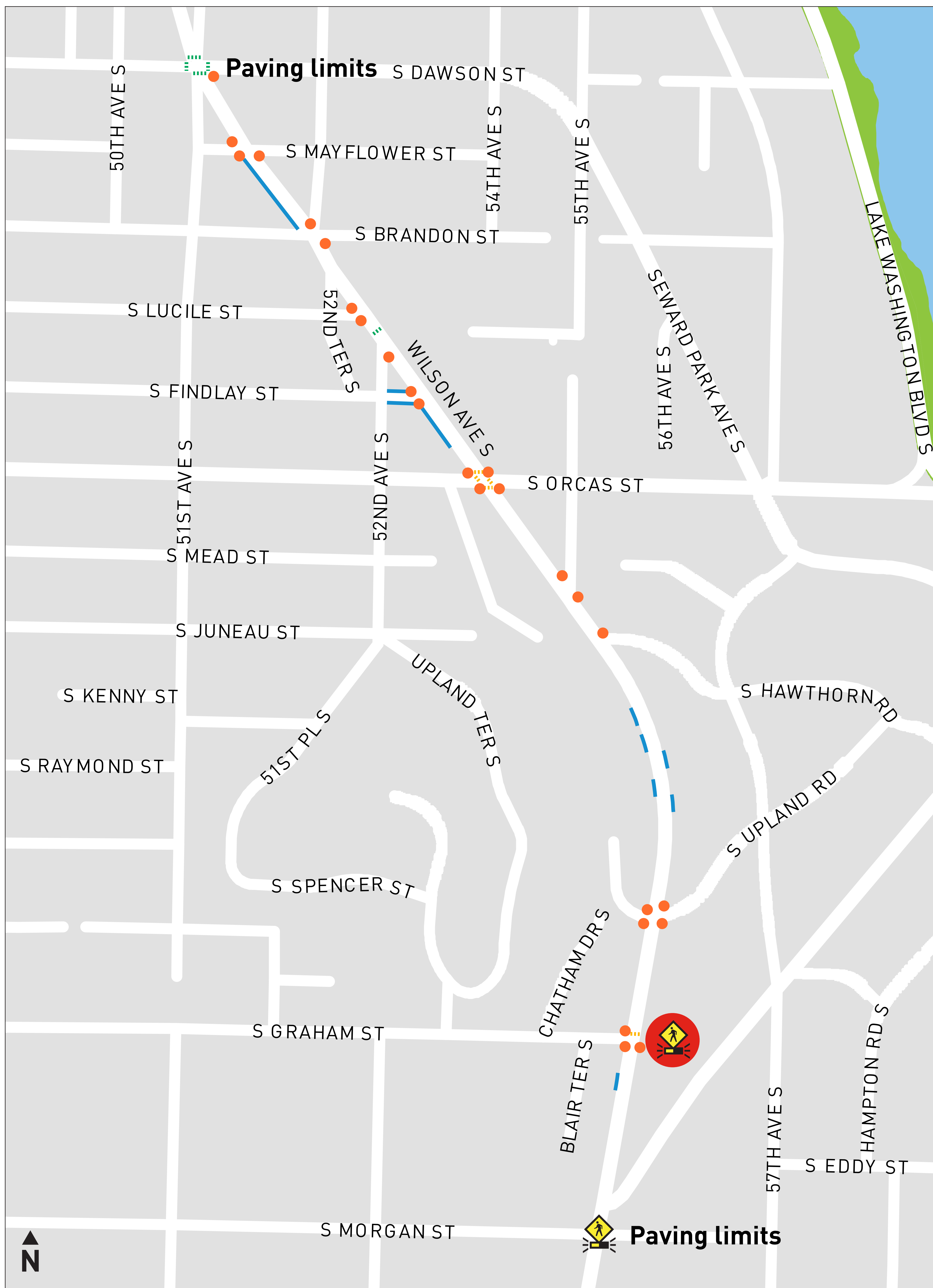
BIKE NETWORK



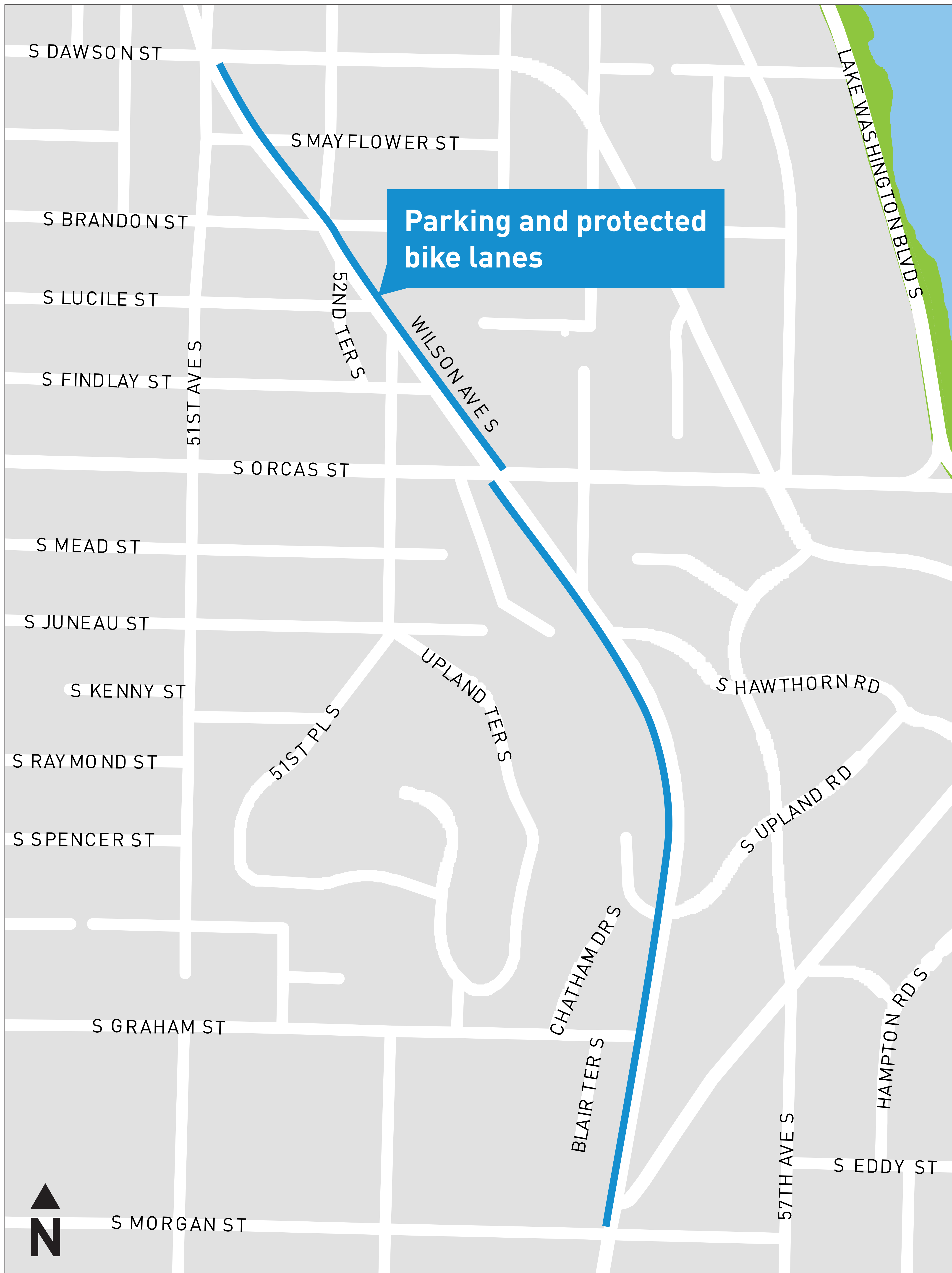
LEGEND

- Neighborhood Greenway
- Bicycle lane
- - - Un-marked arterial street
- Steep uphill route
- Moderate uphill route

PEDESTRIAN IMPROVEMENTS EXISTING AND PLANNED



PARKING AND PROTECTED BIKE LANES



CONSTRUCTION - WHAT TO EXPECT

Construction is underway

Summer/fall 2018: Crews have started work to upgrade curb ramps and portions of sidewalk in accordance with the Americans with Disabilities Act (ADA). This work is expected to last through late summer/early fall.

Fall/Winter 2018: Depending on weather and contractor scheduling, paving work is scheduled to be complete by late fall/early winter this year

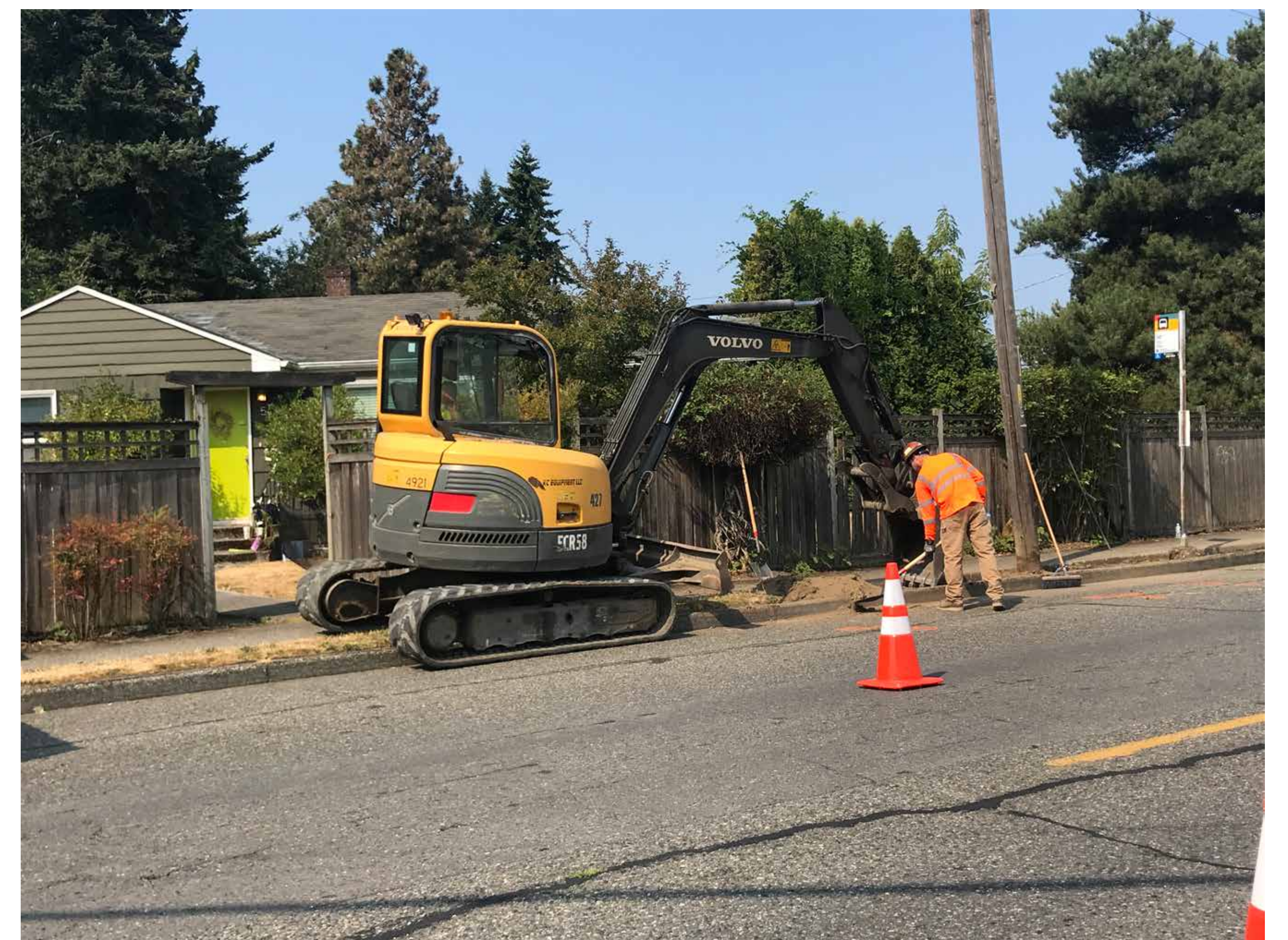
Spring 2019: Final striping will happen after paving is complete

What to Expect:

- General work hours from 7 AM to 7 PM, Monday through Friday
- Temporary bus stop closures
- On-street parking and lane restrictions near work locations
- Temporary sidewalk and crosswalk closures with signed detours
- Noise, dust, concrete odors, and vibration
- Access to businesses and homes will remain open
- Work is weather dependent, so timing of work may change if needed



Curb demolition in process.



Excavation for curb ramp work along Wilson Ave S.

IMPROVEMENTS IN YOUR NEIGHBORHOOD

We're repaving Wilson Ave S. When we repave streets, we have the opportunity to make roadway improvements, too! Whether you are walking, biking, driving, or taking transit, you'll see:



Longer-lasting, safe and smooth streets



Bike lanes for a safe and connected network



Upgraded curb ramps and sidewalks for people walking and improved ADA accessibility



Crosswalk improvements for people walking



Upgraded stormwater system to filter sediments and pollutants



Upgraded sidewalks for people walking