



Chinatown Curbside Management

Public Workshop #2
November 15, 2011

NYC
Michael R. Bloomberg
Mayor

NEW YORK CITY
DOI
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Commissioner

Agenda

- Introduction
- Summary of Community Input
- Selection of 20 Pilot Blockfaces
- Short-Term Solutions (Exercise)

Community Input



77 Blockfaces



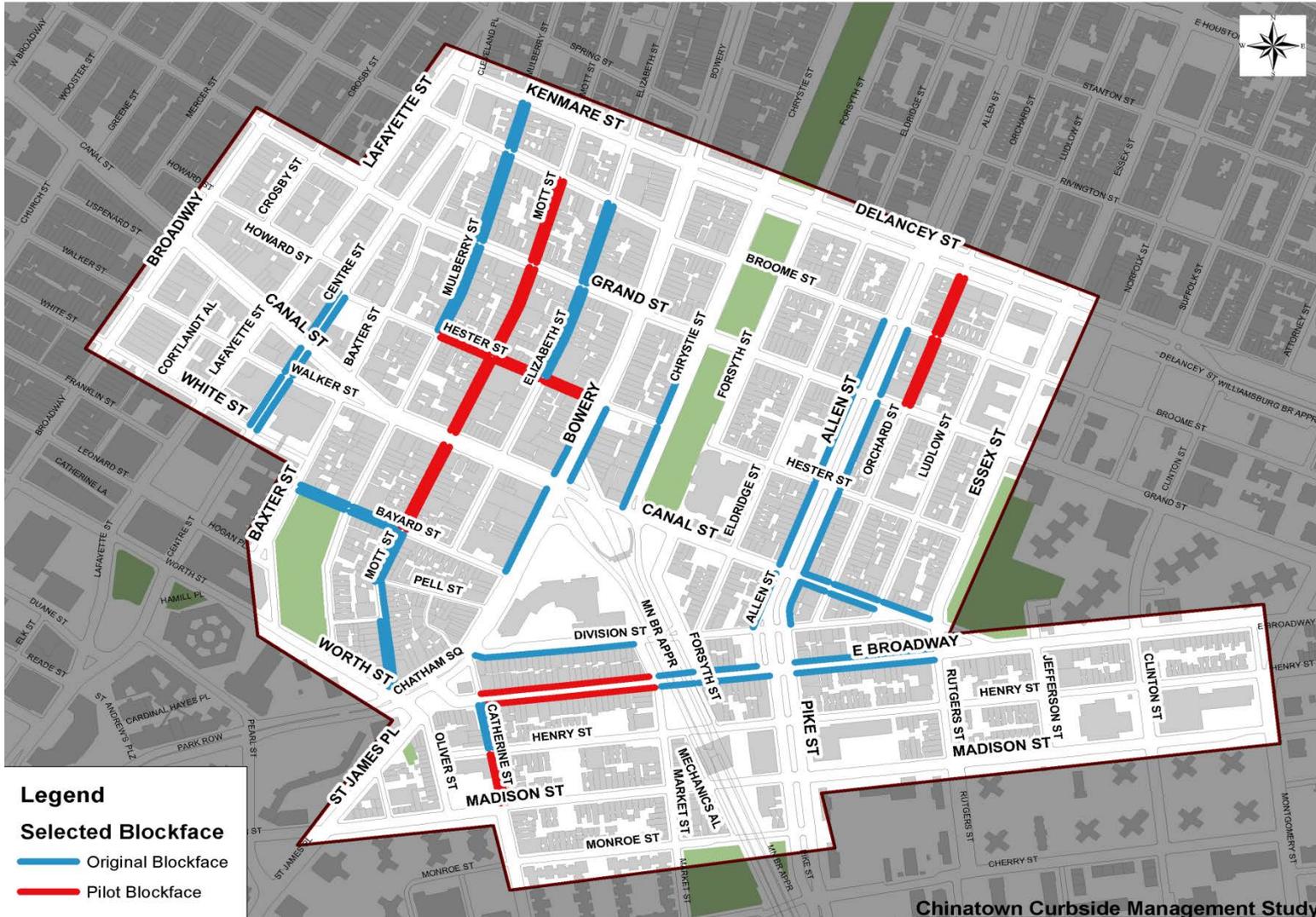
Selection of 20 Pilot Blockfaces

- Community Contribution
 - Community Advisory Committee (CAC) Meeting #1
 - Community Workshop #1
 - CAC Walkthroughs
- Technical Data
 - Parking Violations
 - Parking Occupancy

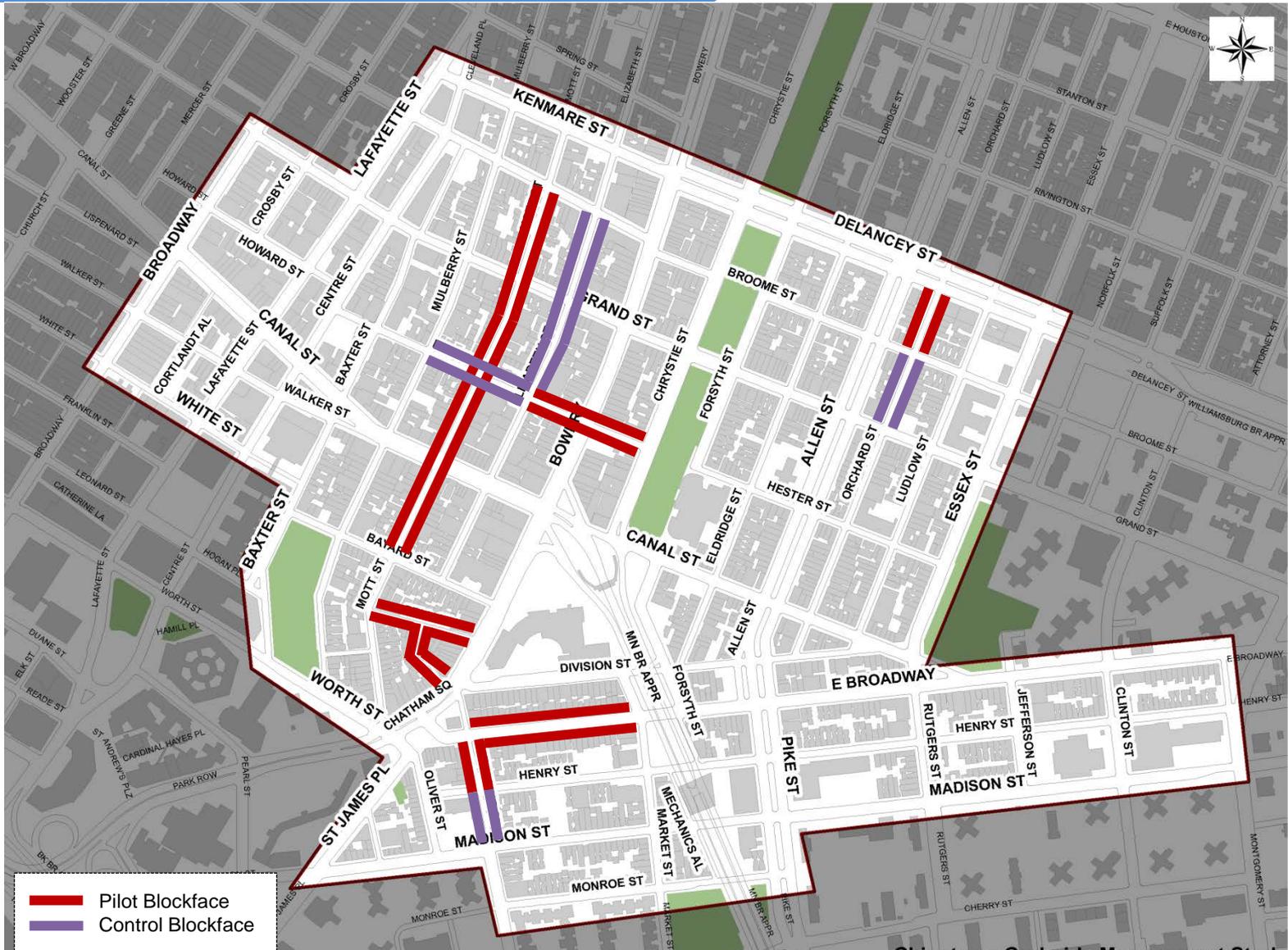
Selection of 20 Pilot Blockfaces (Continued)

- Measurable / Comparable
 - Avoid Existing Locations with Time of Day/Day of Week Closures
 - Avoid Blockfaces with Placard Parking
 - Avoid Blockfaces Near the Bridges

Selected Blockfaces



Selected Blockfaces



Measures of Effectiveness

- Measured on Selected Blockfaces and Control Blockfaces:
 - Parking Violations
 - Parking Utilization
 - Parking Turnover
 - Double Parking

Toolbox of Solutions

NYCDOT Tools

Toolbox of Solutions: Commercial Delivery Windows



Example: Delivery Window
Regulation Sign

Toolbox of Solutions: Paid Commercial Delivery Zones



Toolbox of Solutions: Sign Clarification



Toolbox of Solutions: Parking Regulation Changes



Toolbox of Solutions: Metered Bus Parking



Toolbox of Solutions: Modifications to City Bus Stops



Toolbox of Solutions

Tools Requiring a Neighborhood Partner

Toolbox of Solutions: Time of Day/Day of Week Street Closures



Toolbox of Solutions: Temporary Sidewalk Extensions



Toolbox of Solutions: Sidewalk Garbage Control



Exercise: Putting the Toolbox to Work

Solution Identification Board Game: Goals

- Goal: Work as a team to identify potential solutions to community identified issues

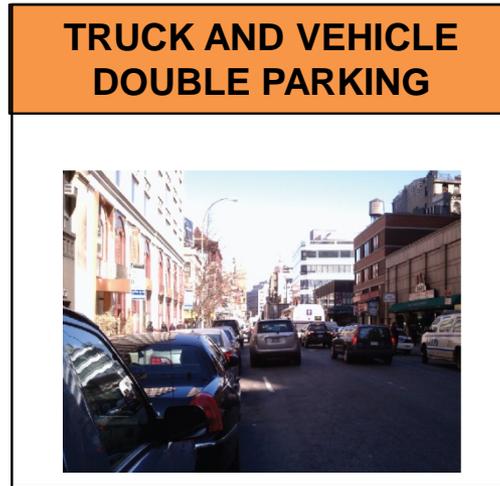


How to Play

- A player will be selected to propose the first solution or combination of solutions
- The player on their right will provide the advantages of the solution(s)
- The player on their left will provide the disadvantages of the solution(s)

How to Play

EXAMPLE:

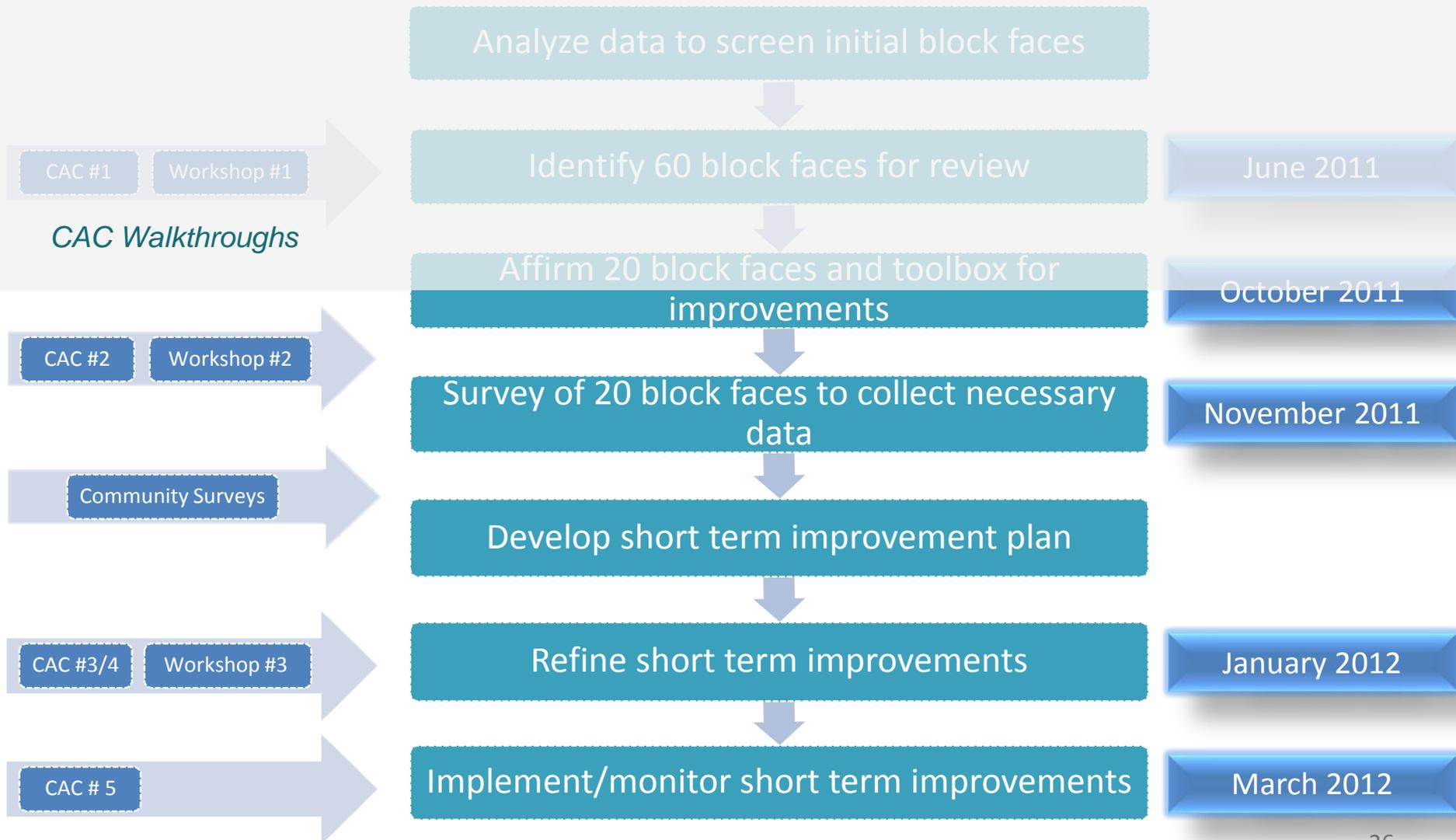


At an issue, the proposer must solve it using the provided Toolbox of Solutions. The proposer may choose one solution or a combination of solutions.

How to Play

- The remainder of the group will vote “yes” or “no” as to whether they agree with the proposed solution.
- The group advances to the next space if they get the majority vote.
- This process will be repeated for each issue space until the team reaches the finish line.

Next Steps





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