

**OLIVE AVENUE/VERDUGO AVENUE/SPARKS STREET INTERSECTION IMPROVEMENT PROJECT  
COMPARISON OF PROPOSED PROJECT OPTIONS**

PROJECT GOALS & ELEMENTS	EXISTING CONDITIONS	OPTION 1	OPTION 2	OPTION 3
<b>SAFETY</b>				
<i>Decrease Collisions</i>	11 Injuries in 7 Years	✓ Safetest Design Option	Safe Design Option	Safe Design Option
<i>Increase Pedestrian Safety &amp; Flow</i>	Long Pedestrian Crossings	✓ Shorter Pedestrian Crossings ✓ Increased Sight Visibility for Pedestrians	Shorter Pedestrian Crossings Increased Sight Visibility for Pedestrians	Slightly Shorter Pedestrian Crossings Increased Sight Visibility for Pedestrians
<i>Improve Lane Assignment</i>	Confusing Lane Assignments	✓ Clearest Lane Assignments	Clear Lane Assignments	Slightly Confusing Lane Assignments
<b>TRAFFIC OPERATIONS</b>				
<i>Improve Intersection Configuration</i>	Six-Legged Intersection	✓ Two Three-Legged Intersection	Two Three-Legged Intersection	Five-Legged Intersection
<i>Reduce Delay at Intersection</i>	1. Multiple Signal Phases 2. High Delay ~3 Minutes During Peak 3. Long Queue Length (690 feet) 4. > 2 minutes of delay for WB Olive	✓ 1. Eliminates One Traffic Signal ✓ 2. 80% Reduction in Travel Delay (~30 Seconds During Peak) ✓ 3. Reduced to 140 feet ✓ 4. Reduced to less than 1 minute	1. Adds One Traffic Signal 2. 70% Reduction in Travel Delay (<1 Minute During Peak) 3. Reduced to 250 feet 4. Reduced to 1 minute	1. Eliminates One Traffic Signal Cycle 2. 60% Reduction in Travel Delay (>1 Minute Peak) 3. Reduced to 215 feet 4. Reduced to 1 minute
<i>Reduce Cut-Through Traffic</i>	Cut Through Traffic on Sparks Street	✓ Reduces Through Traffic on Sparks Street	n/a	n/a
<b>LANDSCAPING OPPORTUNITIES</b>				
<i>Area of Landscaping</i>		✓ Best Landscaping Opportunity (Approx. 26,000 Sq. Ft.)	Second Best Landscaping Opportunity (Approx. 24,000 Sq. Ft.)	Least Landscaping Opportunity (Approx. 16,000 Sq. Ft.)
<b>COST ESTIMATE</b>		Second Most Expensive Option: \$2.8 Million	Most Expensive Option: \$3 Million	Least Expensive Option: \$2.4 Million