Vision Zero Policy

Transportation Commission, Item 5C September 25, 2019



Vision Zero defined

Vision Zero is an international movement that provides a framework for reducing traffic deaths and life-changing injuries to zero, while increasing safe, healthy, equitable mobility for all.



Why Alameda needs Vision Zero

- Alameda 2011-2018:
 - 15 people died; avg. 2 per year
 - 82 suffered severe injuries; avg. 10 per year
- U.S. has highest traffic death rate per capita, compared to peers
- No traffic death is acceptable



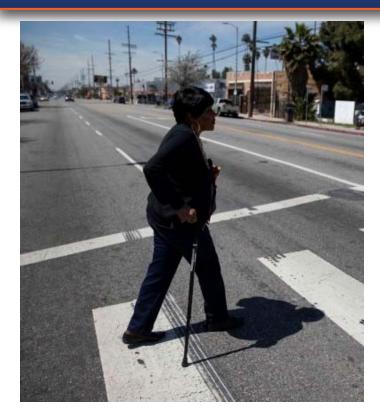
Systems approach

- Multi-disciplinary: engineering/street design, education, and enforcement
- Create environment where human error does not cause death or severe injury
- Reducing speeds saves lives





Vision Zero = safety + equity



- Disproportionate risks for seniors, children, people of color, people with disabilities, people in lowincome communities, people walking and biking
- Half of Alameda traffic fatalities were people walking
- All pedestrians who died were 59+ years old 5



Vision Zero is a growing movement





Lead-up to Vision Zero in Alameda

- City Council referral (9/2019)
- Contract approval Active Transportation and Vision Zero Plans (7/2019)
- Transportation Choices Plan calls for Vision Zero (2018)
- Safety and Noise Element of General Plan calls for Vision Zero (2017)
- Slow Down in Town grassroots group to reduce speeds (started 2016)





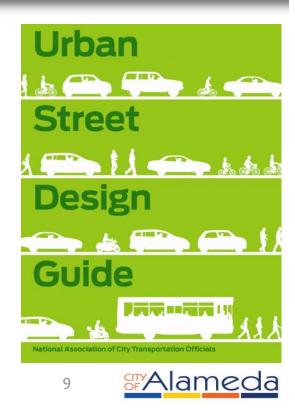
Alameda's Vision Zero policy

- Makes safety the highest priority in transportation efforts
- Requires Vision Zero Action Plan
 - Based on collision data; specific actions
- Multi-disciplinary Task Force
- Equitable implementation



Alameda's Vision Zero policy

- Immediately review standards for lane widths, street widths, bike lanes/buffers, crosswalks, and bulb-outs
- Accept National Association of City Transportation Officials (NACTO) guidelines for transportation projects



Recommendation

- Recommend City Council Adoption of Vision Zero Policy
- To City Council November 5th



