

# Level I Projects

[DRAFT 8/22/2017]

- Intersection Improvement
- Capacity
- Operational
- Bridge
- Bicycle and Pedestrian
- Trail

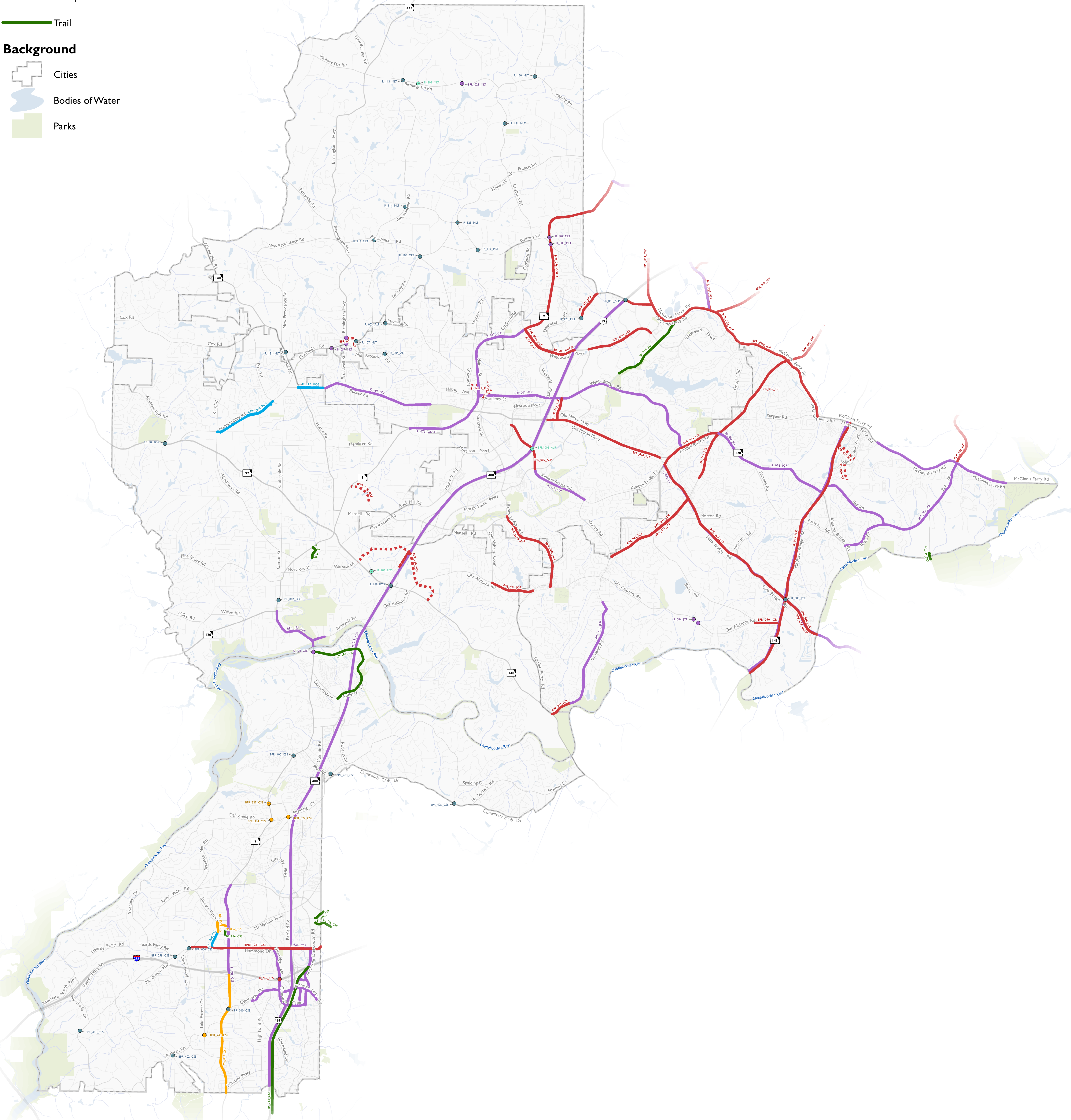


\*Legend applies to all maps and not all project types will be represented on each map.

- Capacity
- ⋯ New Location
- Operational
- Bicycle and Pedestrian
- Complete Street
- Trail

### Background

- Cities
- Bodies of Water
- Parks

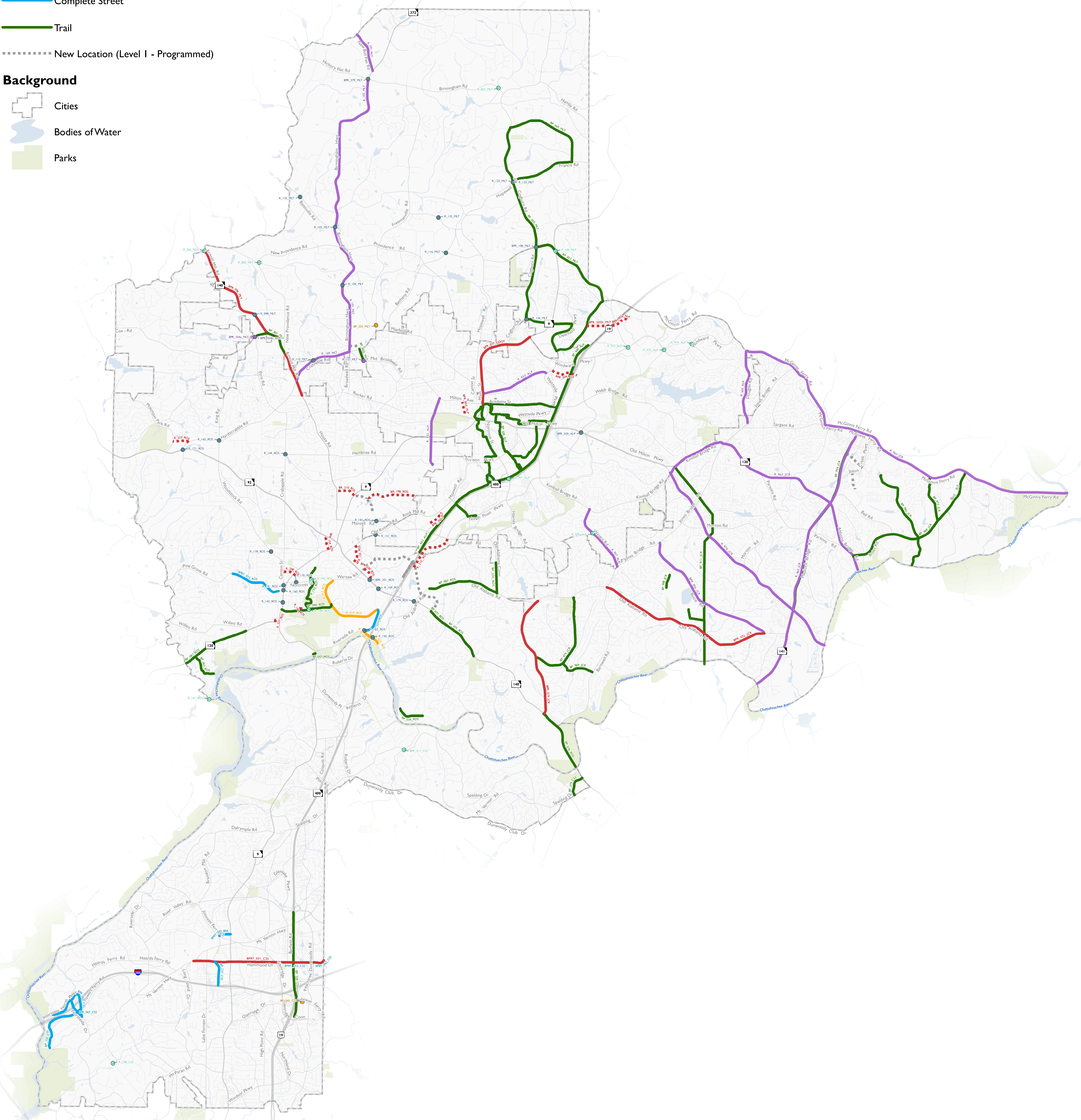
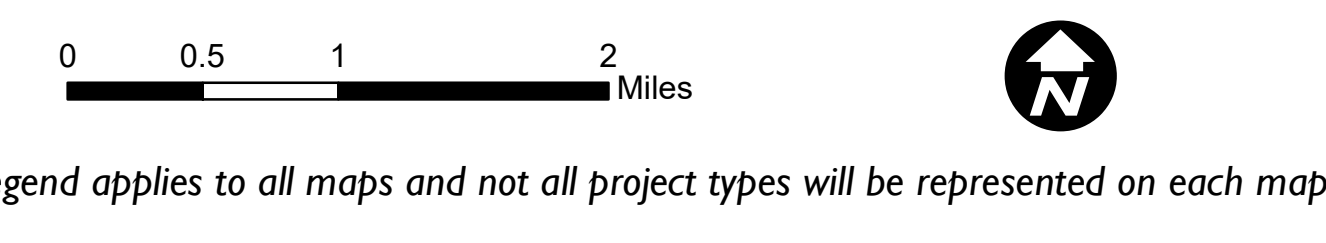


# Level 2 Projects

[DRAFT 8/22/2017]

- Intersection Improvement
- Capacity
- Operational
- Bridge
- Bicycle and Pedestrian
- Trail
- Capacity
- ⋯ New Location
- Operational
- Bicycle and Pedestrian
- Complete Street
- Trail
- ⋯ New Location (Level I - Programmed)

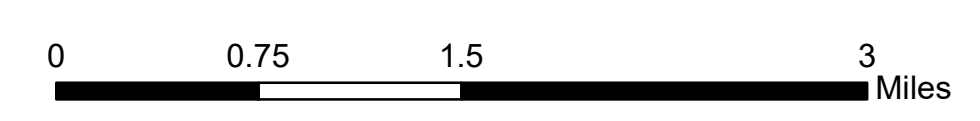
- ### Background
- Cities
  - Bodies of Water
  - Parks



# Level 3 Projects

[DRAFT 8/22/2017]

- Intersection Improvement
- Capacity
- Operational
- Bridge
- Bicycle and Pedestrian
- Trail
- Capacity
- ⋯ New Location
- Operational
- Bicycle and Pedestrian
- Complete Street
- Trail
- ⋯ New Location (Level I - Programmed)



\*Legend applies to all maps and not all project types will be represented on each map.

### Background

- ▣ Schools
- ▣ Cities
- ▣ Bodies of Water
- ▣ Parks

