Cycleway Separation Design Guidance

Use these design considerations and the links to the Waka Kotahi cycleway guidance to inform your design.



Design considerations:

1. Safety and comfort

- a. Does your design comply with the key elements of cycleway separation as detailed in the national guidance, see <u>Choice of</u> separator or protection / NZ Transport Agency Waka Kotahi (nzta.govt.nz).
- b. Does the design provide obvious physical separation between cyclists and vehicles at all times of the day and night? E.g can it be seen in the dark?
- c. Will it pose a hazard to vehicles or pedestrians, particularly those with mobility impairments?
- d. How will emergency services navigate them if required?

2. Flexibility of use

a. Can it be adapted or adjusted to various street scenarios including various street widths, buffer widths, slope, surfaces, and environmental factors like wind and salt?

3. Durability and sustainability

- a. What is the expected lifespan of the materials and product?
- b. What are the obvious weak points? What would the process be to repair or replace parts? Consider simplicity and efficiency for repairs and replacements, as there is a cost to having traffic management in place for repairs.
- c. What are the implications from common damage, and would a damaged object introduce new hazards for cyclists or other road users?
- d. Is it made from sustainable and/or locally sourced materials?
- e. Are there opportunities to recycle at end of life?

4. Aesthetic

- a. Does the design enhance the urban amenity of the Wellington streetscape while being timeless and high quality?
- b. Does it enhance the street users' experience?
- c. Are there opportunities to easily integrate local branding, contextual considerations, or wayfinding into the design?

5. Feasibility

- a. Can the design be produced locally at a large scale at low cost?
- b. Can the design be easily installed quickly and easily on the road?

Relevant documents:

Separated cycleways / NZ Transport Agency Waka Kotahi (nzta.govt.nz)



