



Market Street Pedestrian & Streetscape Enhancements

City Council Meeting – April 5, 2022

Project Limits – Market Street

The Los Angeles River to 800 Feet East of Cherry Avenue – 2.2 Miles



Existing Conditions

- Two travel lanes each direction
- Parking lane each direction
- 5-Foot-wide sidewalks
- Path of travel obstructions
- Outdated curb ramps
- Poor pavement conditions

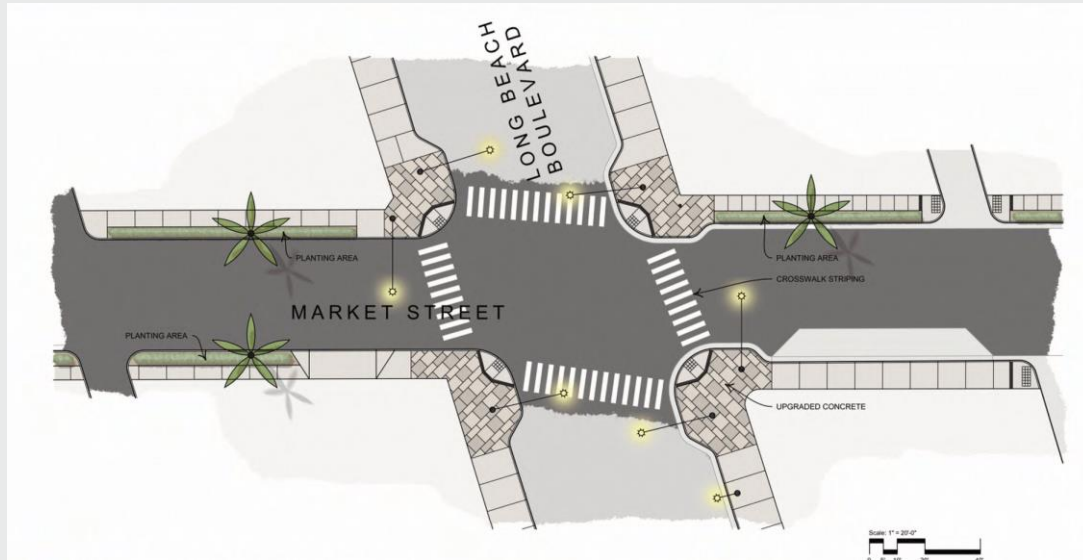


Project Scope

- Roadway Pavement Rehabilitation
- Sidewalk Extension
- Bulb-outs
- Decorative & Pedestrian Lighting
- Path of Travel Improvements
- Safety Improvements
- Lane Narrowing
- Class II/III/IV Bike Lanes
- New Fiber Optic Facilities
- Traffic Signal Upgrades
- ADA-Compliant Curb Ramps
- Sidewalk Repairs
- Driveway Repairs
- Landscaping

Pedestrian Improvements

Bulb-outs at Select Locations



Class II/III/IV Bike Lanes



Safety Improvements

High Visibility Crosswalks



Rectangular Rapid Flashing Beacons



Path of Travel Improvements



- New Curb Ramps
- Replace Sidewalk
- Relocate Fire Hydrants
- Additional Sidewalk around obstructions

Street Light Improvements

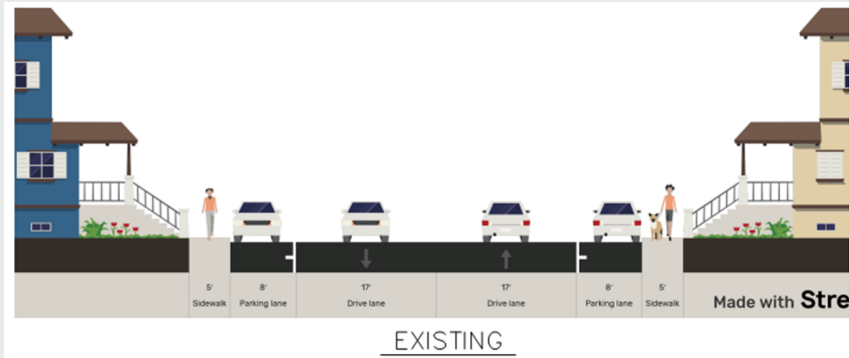


Installation of decorative lighting and pedestrian lighting at bulb out locations

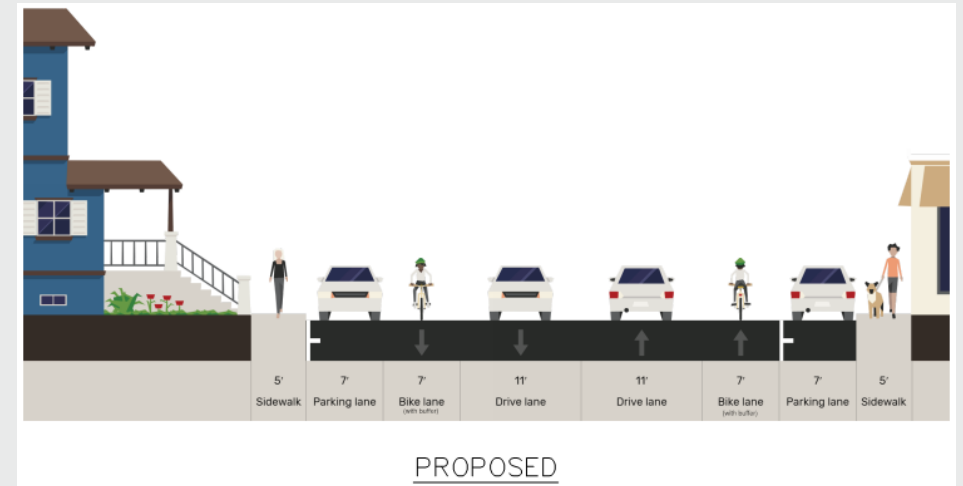
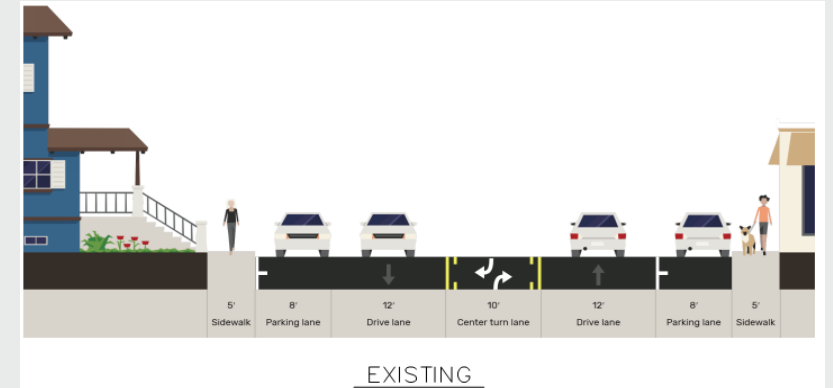


Complete Streets Redesign

Decreased travel lane width in each direction
LA River to Long Beach Boulevard



Removal of center turn lane -
Long Beach Boulevard to Orange Avenue



Project Funding

Source	Amount
State Local Partnership Program (LPP)	\$2,838,000
Federal Surface Transportation Program (STPL)	\$2,653,163
Federal Congestion Mitigation & Air Quality Improvement Program (CMAQ)	\$3,233,837
AB2766	\$107,451
Prop A	\$21,000
Prop C	\$799,930
Measure R	\$500,000
Measure M	\$200,000
Gas Tax	\$500,000
Transportation Development Act (TDA)	\$300,000
Total	\$11,153,381

Contract Award & Schedule

Construction Award

All American Asphalt - \$8,318,600

Target Schedule

- Estimated Groundbreaking – May 2022
- Estimated Completion – September 2023



Thank you! Questions?

Department of Public Works