TransLink Overview

Area Transit Planning

Transit Planning Game

Results
Introducing TransLink

Metro Vancouver: 2,977 km² – Population: 2.3 million
Integrated Transportation Authority

Providing transportation alternatives

Serving 189 million revenue passengers

Operating buses, trains, and SeaBus

Building and maintaining bridges, funding major roads
1. Greenhouse gas emissions from transportation are aggressively reduced, in support of federal, provincial and regional targets

2. Most trips are by transit, walking and cycling

3. The majority of jobs and housing in the region are located along the Frequent Transit Network

4. Traveling in the region is safe, secure, and accessible for everyone

5. Economic growth and efficient goods movement are facilitated through effective management of the transportation network

6. Funding for TransLink is stable, sufficient, appropriate and influences transportation choices
translink overview

area transit planning

transit planning game

results
ATP Purpose + Objectives

- Long term transit vision
- Shorter term priorities
- Efficient & effective network
- Increase mode share
Area Transit Plan Phasing

PHASE 1
Analyse current network

PHASE 2
Develop, evaluate + select long-term transit **vision**

PHASE 3
Establish near-term area service + infrastructure **priorities**

PHASE 4
Monitoring + reporting

**Transit Planning Game**

Multi-agency staff and public advisory committees

Stakeholder consultation

Public consultation

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Results
 Transit Mode or Transit Mobility?
Transit Planning Game Summary

A better place to live based on transportation excellence
You help us understand how you envision a future transit network.
The game helps you understand considerations and constraints in planning.
Previous Experience

Proposed 2031 Transit Network for the South of Fraser
Game and Workshop Development

4 months • 1 staff member, part-time • 20 “Gamers”
Game Board Details

Current transit routes (Assume local, 30 minutes or better)

Regional/Municipal town centres

Population and employment density projected to 2041

Areas of residential and retail or just retail land use

Transit exchanges

Other points of interest
rail rapid transit

<table>
<thead>
<tr>
<th>Description</th>
<th>Frequency</th>
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<tbody>
<tr>
<td>Dedicated right of way or fully segregated from street - e.g. SkyTrain, LRT, etc.</td>
<td>2-10 min</td>
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sea bus frequency

<table>
<thead>
<tr>
<th>Description</th>
<th>Frequency</th>
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<tbody>
<tr>
<td>Increased frequency with third vessel in service</td>
<td>Up to 10 min</td>
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rapid bus transit

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<tr>
<th>Description</th>
<th>Frequency</th>
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<tbody>
<tr>
<td>Dedicated right of way, separate lanes or mixed with traffic. Limited stops and transit priority measures – e.g. BRT, 99 B-Line</td>
<td>2-15 min</td>
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frequent local bus

<table>
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<tr>
<th>Description</th>
<th>Frequency</th>
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<tbody>
<tr>
<td>Frequent service, all day, every day. Local stops – e.g. #240, 250</td>
<td>15 min or better</td>
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local / limited bus

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<tr>
<th>Description</th>
<th>Frequency</th>
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<tr>
<td>Local stops, limited hour or seasonal service – e.g. bus, community shuttle, peak only, etc. (229, C15, 251 extension to downtown)</td>
<td>30 min or better</td>
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park & ride

<table>
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<tr>
<th>Description</th>
<th>Frequency</th>
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<tr>
<td>Options on point of connection with transit service located next to it</td>
<td>Options on point of connection with transit service located next to it</td>
</tr>
</tbody>
</table>
1. Each group given 60 km (pieces) of **Frequent Local Bus**:

2. Pieces can be traded for **other service types** as follows:

   - 20 pieces = 1 Rail Rapid Transit
   - 8 pieces = 1 SeaBus Frequency
   - 3 pieces = 1 Rapid Bus Transit
   - 2 pieces = 3 Local/Limited Bus
   - 3 pieces = 1 Park & Ride
For each new route that:

- Travels 4 km or more through:
  - 71 - 105 persons per hectare
  - 106 - 320 persons per hectare
  - 321 - 1387 persons per hectare
  - Commercial Land Use Areas (Current and Future Potential)

- Connects 2 or more:
  - Commercial Land Use Areas (Current and Future Potential)
  - Metro Vancouver Growth Strategy Urban Centres
  - Other Town Centre (OCP)
  - Transit Exchanges

- Rail Rapid Transit
- SeaBus Frequency
- Rapid Bus Transit
Engage

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From Positions to Values
TransLink Overview

Area Transit Planning

Transit Planning Game

Results
Input into Vision Development

North Shore Area Transit Plan (2011)
Vision Workshop Levels of Agreement

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Findings – Use of game board

- On-Demand, flexible service
- Limited stops
- Move phibros to new town centre, where amenities are avail. P&R here.

Priorities
1. Strong core network of frequent local bus serving all main centres
2. Sea Bus - increase frequency & span

Discussion/Tradeoffs
- Do all these routes need to be 15 min frequency? Yes, or choice riders will never switch to transit.
Summary of Transit Planning Game

- Trade-off consultation tool
- Small, diverse groups
- Consensus
- Engage in constraints + opportunities discussions
- Input to a long-term plan
2040 Transit Network Vision

North Shore Area Transit Plan
2040 Frequent Network Corridor Vision

Transit Networks:
- Rapid
- Conceptual Rapid (Transport 2040)
- Frequent
- Conceptual Frequent (Transport 2040)*

Other Network Services:
- Supportive/Local
- Connections to Major Destinations
- Inter-Regional

Legend:
- New or Improved Exchange
- Areas of Concentrated Population and Employment

Sea to Sky (potential)
Lions Bay
Horseshoe Bay Ferry Terminal
Dundarave
Park Royal
Grouse Mountain
LYNN VALLEY MUNICIPAL TOWN CENTRE
LOWER LYNN TOWN CENTRE
LONDSDALE REGIONAL CITY-CENTRE
BURRARD INLET
METROPOLITAN CORE

Deep Cove
Matt Craig
Senior Transportation Planner
Service Planning, TransLink

604.453.4549
Matt.Craig@translink.ca

www.translink.ca/Be-Part-of-the-Plan/Public-Consultation/North-Shore-Area-Transit-Plan
Lessons Learned: Successes

- Overall positive responses from participants
- Excellent input to vision development
- Struck a balance: informative and engaging
- Well prepared facilitators and additional staff resources
- Workshops designed for stakeholders
Lessons Learned: The Hard Way

- Never underestimate the need to build trust and credibility
- Ensure objectives and rules are clear and well-understood
- Do not allow for alterations during game
- Be prepared to manage strong personalities…and technical glitches