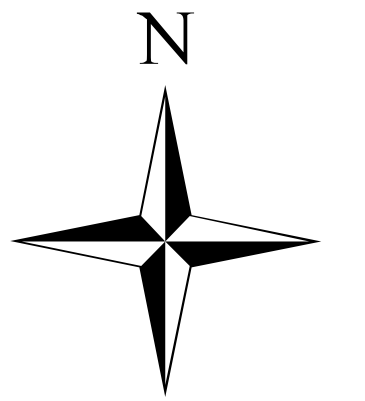


Non-Motorized Routes

Kalamazoo County



ASSET MANAGEMENT

Asset Management is a systematic approach to selecting the best investment at the right time to maximize the life of the asset being measured, in this case, road surface conditions. The goal is to maintain our roads in good condition, making periodic investments in the pavement, rather than letting it deteriorate to a level that requires a major investment to bring it back to a good condition. Periodic maintenance investments typically total less than the major investment required to rebuild a road.

Road Classifications

- State Trunkline
- County Primary
- County Local
- County Local - Gravel
- City
- Private

- Non-Motorized Routes
- Lakes & Rivers

Boundary Designations

- Township/City
- City/Village Limits

FACTOR CONSIDERED IN NON-MOTORIZED ROUTE REVIEW:

- Desired & High Use Routes (As Determined by Previous Efforts)
- Spacing of Routes (Reduce Redundant Routes or Parallel Routes)
- Road Type (Primary or Local)
- Traffic Volumes
- Traffic Mix (i.e. Truck Percentage)
- Speed Limits
- Road Conditions (i.e. Road and Shoulder Width, Intersection Controls, Horizontal Curves, Rumble Strip Locations)
- Topography (Sight Distance and Road Grades to Facilitate Use by Larger Non-motorized Demographic)
- Barriers (Rivers, Highways, etc.)
- Connectivity (to Non-motorized Trail Network and Adjacent Counties, City, and Township Facilities and Centers)
- Safety & Crash History

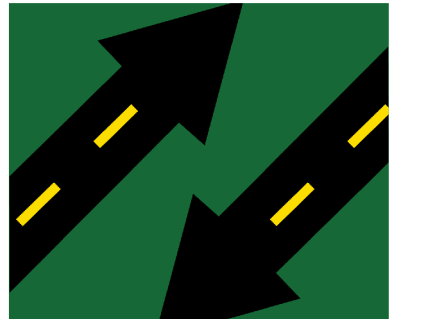
DISCLAIMER

Projects may be subject to change and do not include design, non-motorized, preventative maintenance or local road projects. For more details on these projects, go to our website -- www.kalamazooountyroads.com and under Maintenance & Construction click on Projects. Also, feel free to contact us with any questions!

Last Updated: 11/10/2021

For more information on this, as well as on other topics, please feel free to contact our office or visit our website.

Stay informed on projects!
Sign up for RCKC CONNECT!



Approved: 11/9/2021