



Designing for sustainable mobility www.cityinfinity.co.uk

Hello!



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Agenda



- Three mini-topics
 - Law, standards & guidance.
 - Network management.
 - The human dimension.
- Good stuff from the UK, showcasing the tools in the bix.
- Only one Dutch photo!



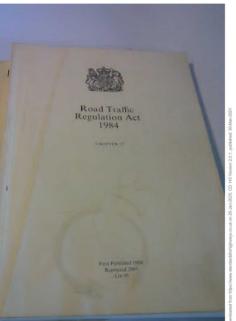
Law, Standards & Guidance

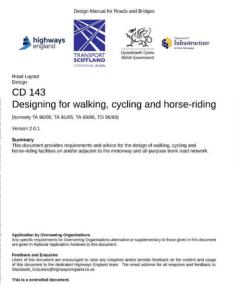


People like to quote law, standards and guidance, so what is the difference between them?



Law, Standards & Guidance







Law – Give duties and powers to fulfil those duties. Failure to comply give criminal and/or civil liabilities.

Standards – Prescribes how things should be done to ensure consistency?

Guidance – Gives advice on how the other two can be achieved?

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Law, Standards & Guidance

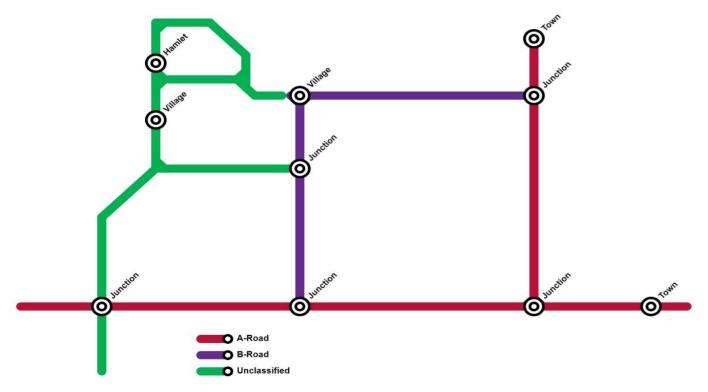


Beware the cherry pickers!

- Minimums for space.
- Back street routes which don't deal with traffic.
- Shared-use paths as a starting point.
- Switching between the documents.
- Effective (usable) width forgotten.
- Too many toucans.



Network Management



Most stuff out on the streets and roads is **motoring** infrastructure when you think about it.

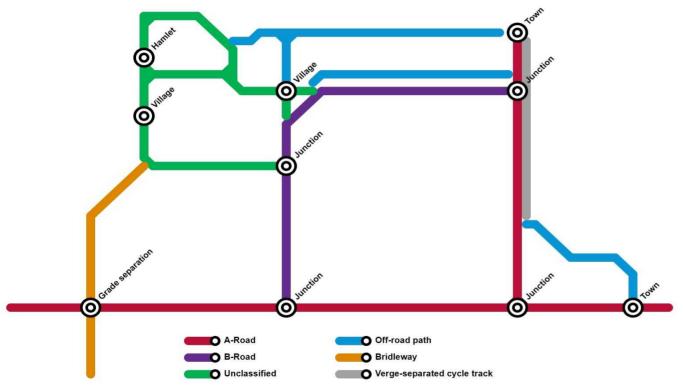
The motoring network goes pretty much everywhere.

The walking network is largely confined to urban places and can be poor at times.

The cycling network is largely absent from the UK.



Network Management



We need to think about developing and **designing** walking networks and cycling networks.

What we do when the three modes cross, interact or conflict is where the art of good design comes in.

- Network design
- Route design
- Local design



Network Management



People cycling want to get places which can create frictions in town centres.

- Give people passing through quicker (and safe) routes.
- Draw on the extensive research into the mixing issue.
- The gig economy is tough.
- A PSPO is a failure.



The human dimension



Why do cyclists jump red lights?

- It takes energy to get going again – 75m to 100m of cycling.
- Escaping vulnerability being near motor vehicles.
- Not being detected.
- People being people.

What are traffic signals for?



The human dimension



Walking, wheeling and cycling is often a social activity where people need space to move side by side and maybe pass slower people comfortably.

If you take people from their desire line in space or time, don't be surprised when they do want they want to do.



The human dimension



Walking, wheeling and cycling are human-scale modes, requiring our own energy, both physical and mental.

"Bad" behaviour is a sign that motor traffic is probably getting too much priority.

Most controls on the street are for the management of motor vehicles.



Good stuff from the UK



- Links
- Junctions
- Crossings
- LTNs
- Complementary measures

Think about the network-level design as we go.



The five pillars of design – a reminder



- Safe
- Comfortable
- Coherent
- Direct
- Attractive

These apply to walking, wheeling and cycling.

The art of design is managing the interactions and frictions.

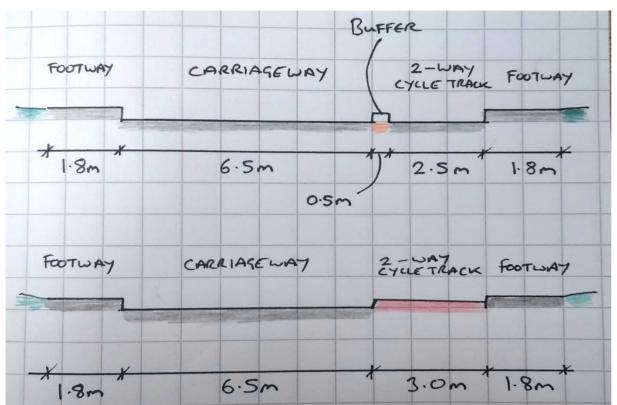




Links are often thought about as "the bits between junctions" but we shouldn't forget that we might also mean "the bits that connect places".

If we are delivering walking, wheeling and cycling networks which are unravelled from motoring networks, we will make use of both concepts.





We'll be retrofitting existing roads and streets which will need different design responses to different contexts.

Some of our solutions will be at the network level as we decide what is our priority for any given link.

The balance of aspiration, space and budget is a constant juggling act.



Where links coincide with motor traffic, its speed, volume and composition will guide our solutions.

People don't want to mix with lots of fast-moving motor traffic.

Most solutions are motoring infrastructure!

Figure 4.1 – LTN 1/20 – Appropriate protection from motor traffic on highways.

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Speed Limit ¹	Motor Traffic Flow (pcu/24 hour) ²	Protected Space for Cycling			Cycle Lane	Mixed Traffic
		Fully Kerbed Cycle Track	Stepped Cycle Track	Light Segregation	(mandatory/ advisory)	
20 mph³	0 2000 4000 6000+					
30 mph	0 2000 4000 6000+					
40 mph	Any					
50+ mph	Any					

Provision suitable for most people

Provision not suitable for all people and will exclude some potential users and/or have safety concerns

Provision suitable for few people and will exclude most potential users

and/or have safety concerns

Notes:

- If the 85th percentile speed is more than 10% above the speed limit the next highest speed limit should be applied
- 2. The recommended provision assumes that the peak hour motor traffic flow is no more than 10% of the 24 hour flow
- In rural areas achieving speeds of 20mph may be difficult, and so shared routes with speeds of up to 30mph will be generally acceptable with motor vehicle flows of up to 1,000 pcu per day





Some solutions will be linear – footways, cycle lanes and cycle tracks.

Some will be point-treatments to manage motor traffic volumes – i.e., modal filters.





Walking, wheeling and cycling need the basics done right.

- Wide enough for social movement
- Space to pass
- Space to stop
- Separated space
- Side street priority
- Smooth surfaces





- Buffers from heavy traffic
- Shade
- Things to see and do
- Places to rest
- Gentle transitions
- Self-explaining
- Contrasting space





- Uncluttered
- Detectable & safe kerbs
- Good drainage
- Protection from spray
- Good lighting
- Unpolluted (noise and air)
- Consistency





Space on links can become contested, especially kerbside access. Things to consider.

Who or what is our priority?

- Buses,
- Taxis,
- Blue badge users,
- Loading,
- General car parking.





People with mobility and sensory impairment and neurodiverse people have different and sometimes overlapping or conflicting needs which designers must carefully account for.





But what if there is no space?

There is always space to do something if we're willing to work hard, but it might require changes at the network level to help us at the street level.

It means dealing with motor traffic to release space for walking and cycling.





It might also mean working within a network-level hierarchy which puts walking, wheeling and cycling first with buses next and other vehicles if possible.





For main cycle routes within a proper network, we can borrow (with care) the Dutch "cycle street" concept.

Useful where we can get cycle to motor flows of 4:1 and with a street layout that supports cycling and tells drivers they are guests by design.

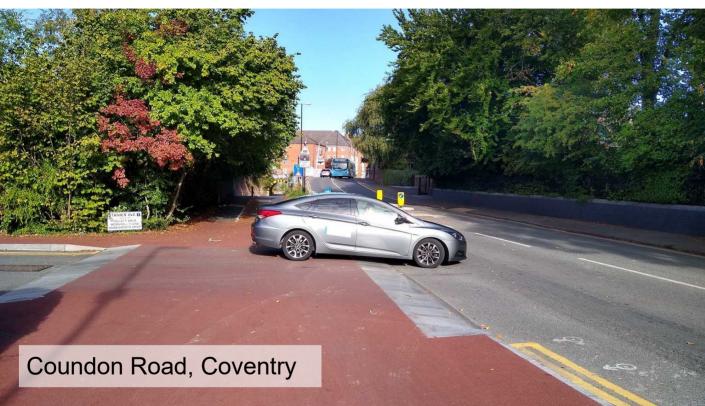




The **real** adventures in space and time!

- Key points of interaction, friction and conflict.
- Both objective and subjective safety are important.
- All the needs for safety, comfort, directness, coherence and attractiveness.





- For low traffic places, tight junctions to keep things slow.
- For busier traffic conditions, separate the streams!
- Continuous treatments need to be done right.





- Ban traffic movements to reduce turning conflicts.
- Filter side streets to remove turning conflicts!





Marked priority for when we're a little busier, but not enough to need heavier controls.

Cycle priority crossing.





As things get busier, more control (of drivers) will be required.

 Parallel crossing, set back or not set back, that is the question.





Separate cycle phases.





Cycle gate for heavy traffic turns.

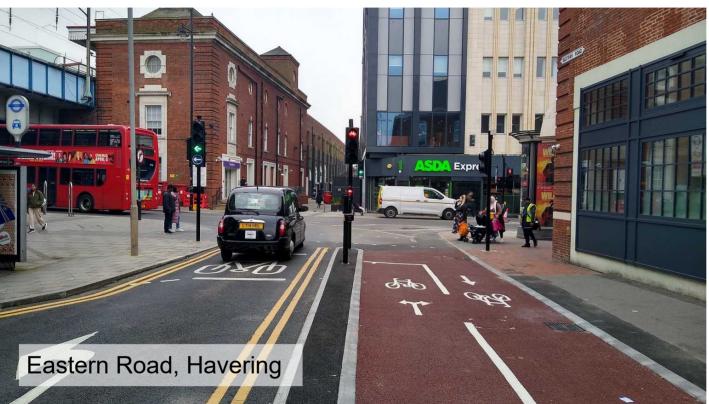
- Need a bit of space.
- Always stop.





 Offside cycle gate from a two-way cycle track with an oncoming movement.





Two-way cycling in a one-way streets should be the norm, but higher motor traffic flows or mixing with large vehicles demands protection.

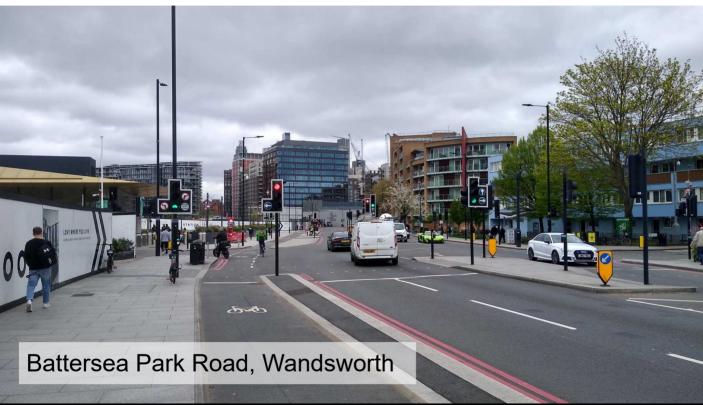




Two stage right turns.

Either on their own or with other layouts.





The busiest locations will require signals and there are lots of options for protecting people through major junctions.

Hold the left turn.





 Holding turns to allow a two-way cycle track to run with main road traffic.





Circulating Stage Cycle Junctions.

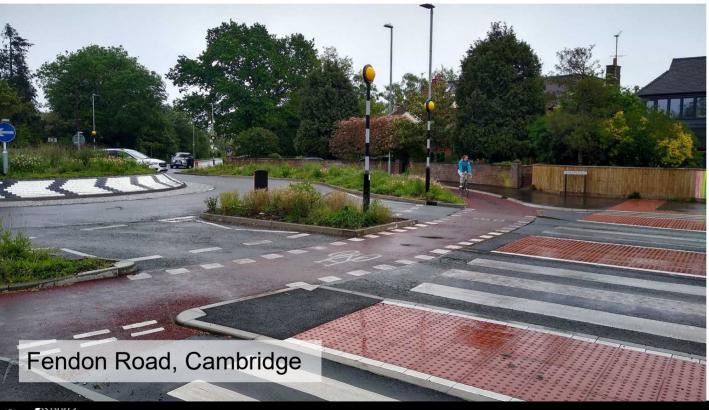
Dutch-style "innie".





- Manchester-style "outie".
- AKA CYCLOPS Cycle Optimised Protected Signals.





Dutch-style roundabouts.

- Use with extreme care.
- Just two in the UK.





- Dutch-ish roundabouts.
- Inspiration for tight spots.



A Couple of Cool Crossings



Parallel crossings (again).

- Has been used a bit as a toucan on the cheap, but some designers have embraced the extra tool in the box.
- The 400mm fixed gap is annoying though.



A Couple of Cool Crossings



- The unofficial SPARROW crossing.
- Signalised Parallel Crossing.
- The modern toucan.





- Flexible use of cameramanaged modal filters.
- Bollards are more powerful than cameras.





• Reimagine the space.





• Put the (motor) traffic signals out of a job.





Give those bollards some love.





Diagonal dividers.





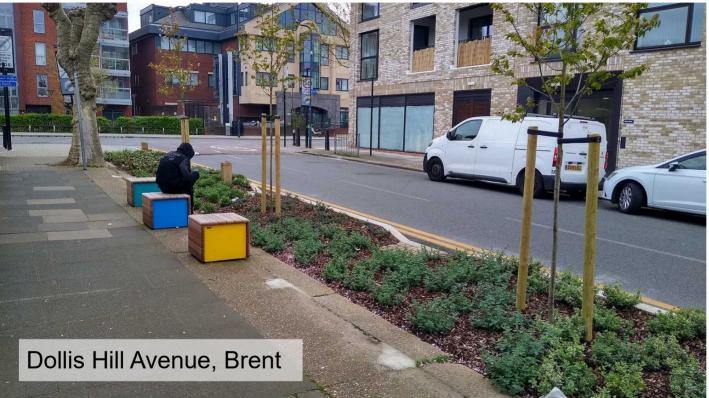
• Contraflow cycling.





Go big or go home.





Reclaiming a bit of carriageway space.





 The best short stay cycle on-street cycle parking I've ever seen.





Seating is the unsung hero of street design.

- Vision impaired people 150 metres.
- Walking stick and cane users 50 metres.
- Mobility impaired people without a walking stick 100 metres.





- Micro-mobility can help people travel, but it can cause problems if dockless machines are left on footways.
- Repurpose that kerbside.





- It's the little things.
- Blueton rest.





- From road to park, the ultimate school street.
- And that's us just about done.
- Be bold.
- Discussion time.





















































- Barrier removal
- Bus stop accessibility
- Crossings assessment and design
- Clutter audit and review
- Cycle track design
- Design review
- Experimental traffic projects
- Filtered permeability
- Led site visits
- Optioneering and concept design
- Parking management design,
- Side road entry treatments
- Small scale sustainable drainage (SuDS) design,
- Walking and cycling audits,
- Walking, wheeling and cycling friendly junctions.



Thank you! cityinfinity.co.uk/community

