

2019 Project Review Sheet (2020 Construction)

City Council District 4

Project #	19-168		
Project Title:	Add crosswalk Neighborhood: University District, 98105		
Location:	Area: Crossing Roosevelt Way NE at NE 41st Street		
	SDOT Contact Information		
SDOT Reviewer Name:	Oli Frenchowicz		
Reviewer Phone Number:	(206) 684-0813		
Review Date:	August 5 th , 2019		
	SDOT Project Summary		
SDOT approves project			
☐ Yes			
☐ Yes, with revision	IS		
⊠ No			
Comments: Currently, the Fidentifies adding a marked	RapidRide Roosevelt project is in design, and the draft design crossing at this location.		
There is an opportunity to p □ Yes	partner with another program:		
⊠ No			
Partnering Program: N/A			

Total Project Cost: \$0



Solution and Comments:

This review has been completed for use in the 2019 Your Voice, Your Choice: Parks & Streets process.

SDOT does not recommend creating a crosswalk on Roosevelt Ave NE near NE 41st St. There is an existing, signalized crosswalk at NE 42nd St, about 200 feet to the north.



Image:



Information Provided by Community Members

Project Idea: Crosswalk

Need for Project: Safety and efficiency of pedestrians.

Community Benefit from Project: Pedestrians & cyclists



Risk Registry

SDOT Review	Drainage impacts	Constructability	Community process

Cost Estimate

Design Phase	
Preliminary Engineering (Survey) Costs	\$
Project Management Costs (City Labor)	\$
Design Costs (Consultant Fees, if externally designed, internal labor	\$
otherwise)	
Subtotal – Design Phase Costs	\$
Design Contingency (10% of Design Phase Subtotal)	\$
Total Design Phase Costs	\$
Construction Phase	
Construction Costs (include urban forestry, signs & markings, traffic	\$
control, layout or construction staking as necessary)	
Drainage Costs	\$
Estimating Contingency (10-20%)	\$
Subtotal – Construction Costs	\$
Construction Management (10-25% of Construction Cost)	\$
Construction Contingency (20%)	\$
Total Construction Phase Costs	\$
Total Project Cost = Total Design and Construction Phase Costs	\$