

Transit Planning Game

Matt Craig, TransLink

Rail~Volution 2011

Washington, DC

October 17, 2011





TransLink Overview

Area Transit Planning

Transit Planning Game

Results

Introducing TransLink



Metro Vancouver: 2,977 km² – Population: 2.3 million



Integrated Transportation Authority



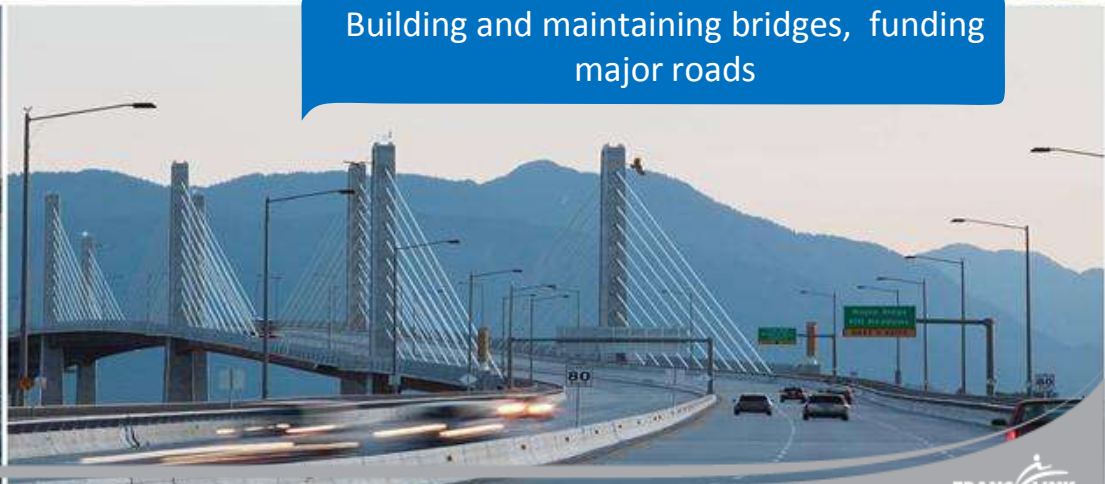
Providing transportation alternatives



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





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- Long term transit vision
- Shorter term priorities
- Efficient & effective network
- Increase mode share





Transit Planning Game



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

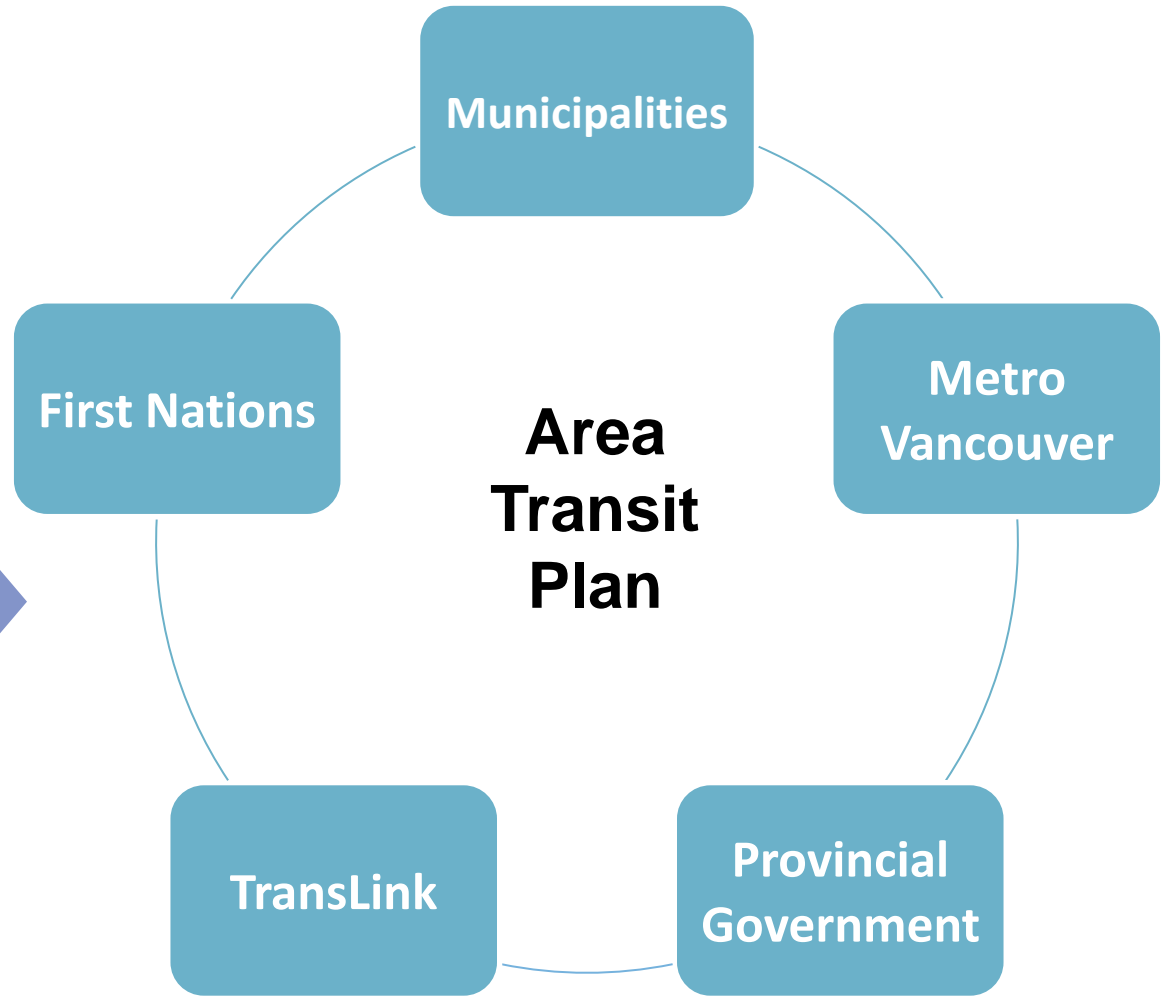
Multi-agency staff and public advisory committees

Stakeholder consultation

Public consultation



Public Stakeholders
Operating companies



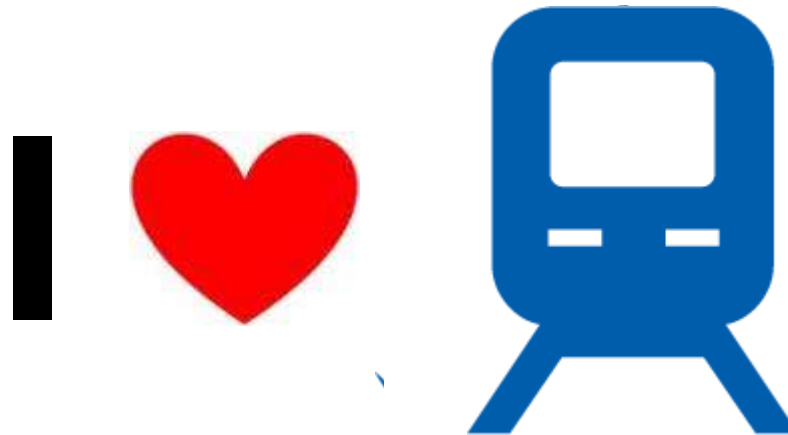


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Results




Transit Planning Game Summary



A better place to live based on transportation excellence



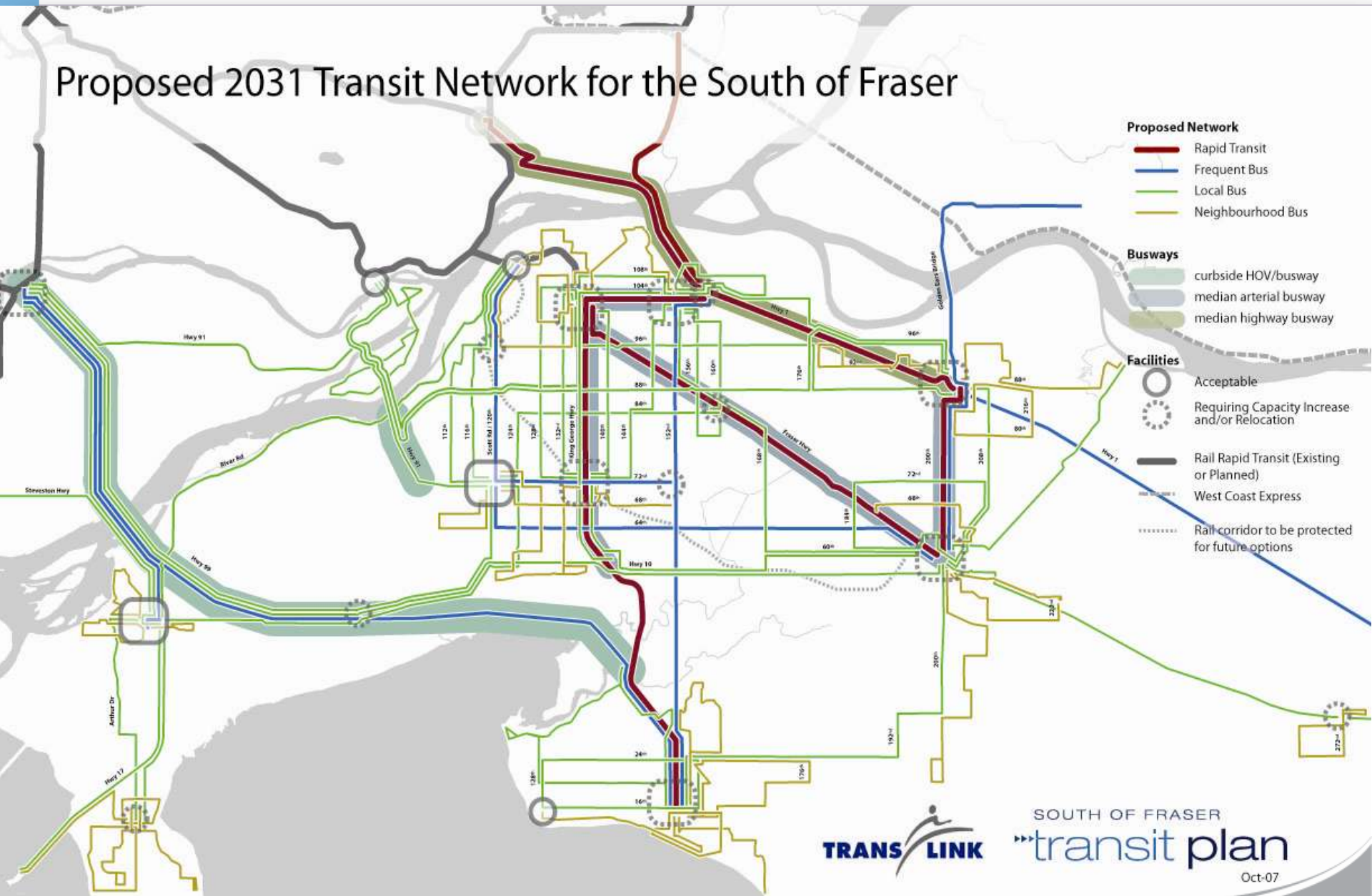
You help us understand how **you** envision a future transit network



The game helps **you** understand **considerations and constraints** in planning



Proposed 2031 Transit Network for the South of Fraser



SOUTH OF FRASER
"transit plan

Oct-07



4 months • **1 staff member, part-time** • **20 “Gamers”**

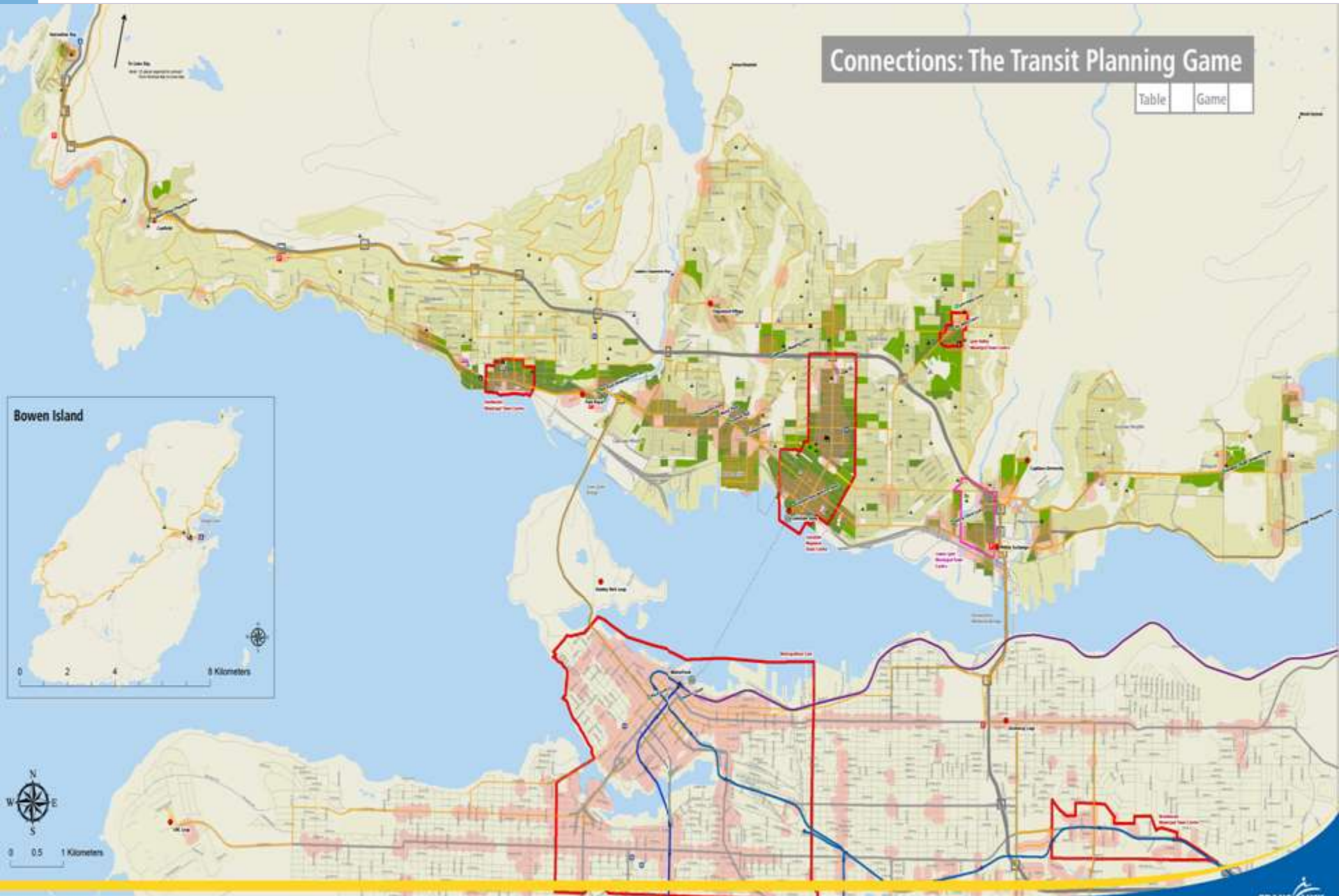


Transit Planning Game Board



Connections: The Transit Planning Game

Table | Game



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



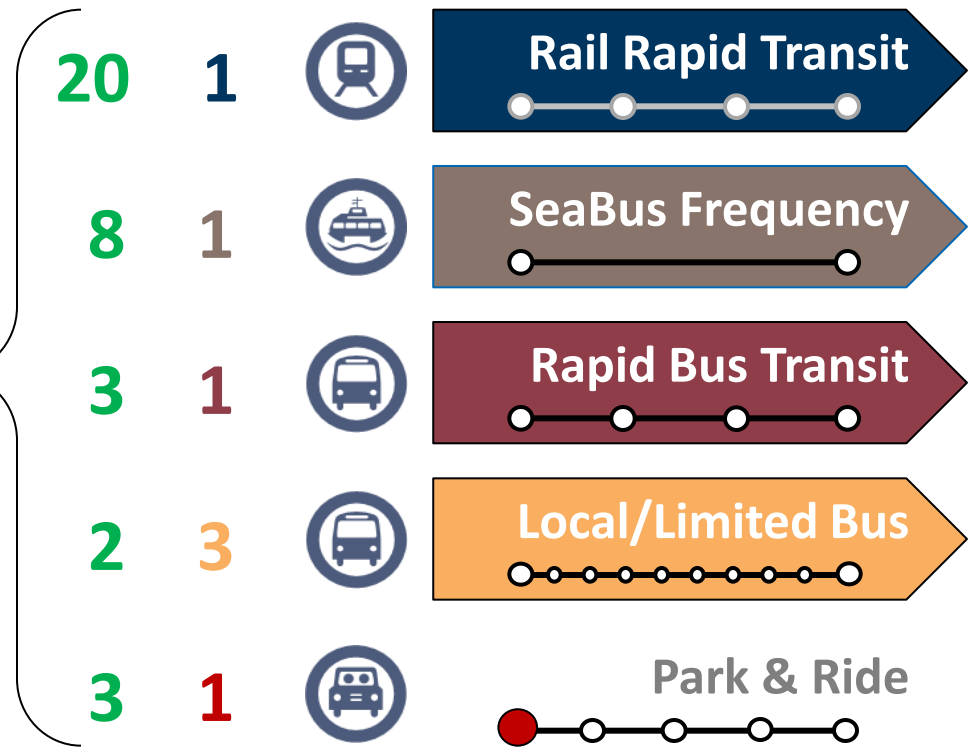
	<h2>Rail Rapid Transit</h2>	<p>2-10 min</p>	<p>Dedicated right of way or fully segregated from street - e.g. SkyTrain, LRT, etc.</p>
	<h2>SeaBus Frequency</h2>	<p>Up to 10 min</p>	<p>Increased frequency with third vessel in service</p>
	<h2>Rapid Bus Transit</h2>	<p>2-15 min</p>	<p>Dedicated right of way, separate lanes or mixed with traffic. Limited stops and transit priority measures – e.g. BRT, 99 B-Line</p>
	<h2>Frequent Local Bus</h2>	<p>15 min or better</p>	<p>Frequent service, all day, every day. Local stops – e.g. #240, 250</p>
	<h2>Local/Limited Bus</h2>	<p>30 min or better</p>	<p>Local stops, limited hour or seasonal service – e.g. bus, community shuttle, peak only, etc. (229, C15, 251 extension to downtown)</p>
	<h2>Park & Ride</h2>		<p>Options on point of connection with transit service located next to it</p>



1. Each group given 60 km (pieces) of **Frequent Local Bus:**

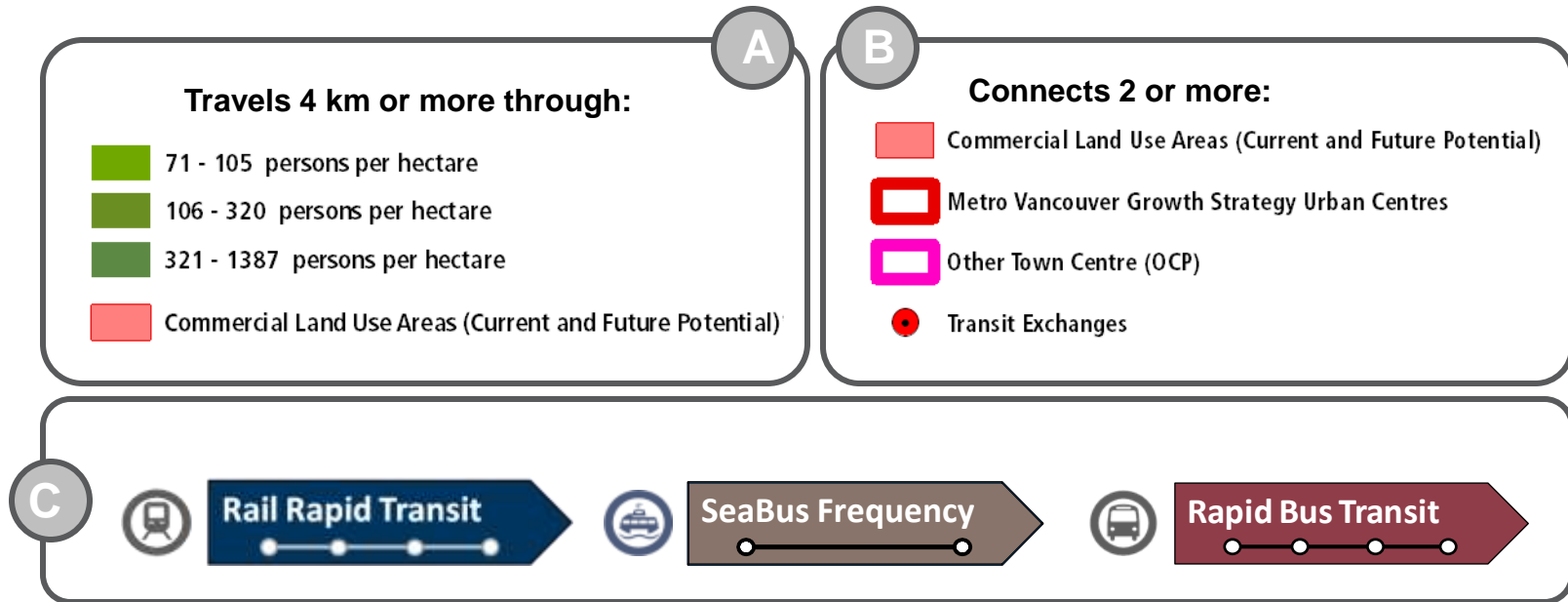


2. Pieces can be traded for **other service types as follows:**





- For each new route that:





From Positions to Values





TransLink Overview

Area Transit Planning

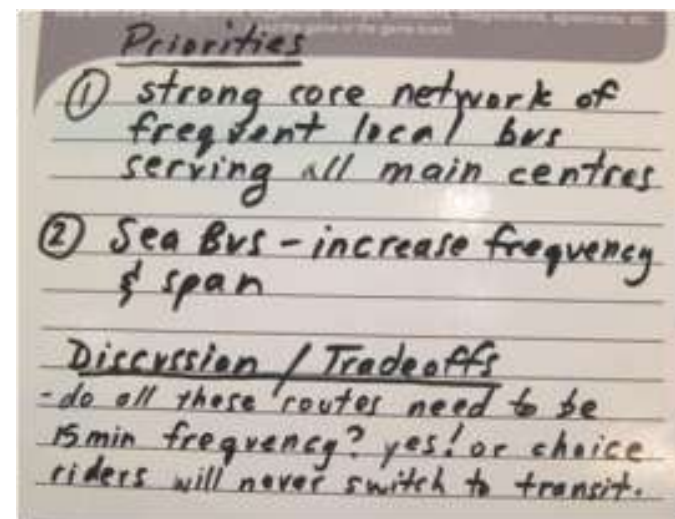
Transit Planning Game

Results

Input into Vision Development



A better place to live based on transportation excellence



Summary of Transit Planning Game



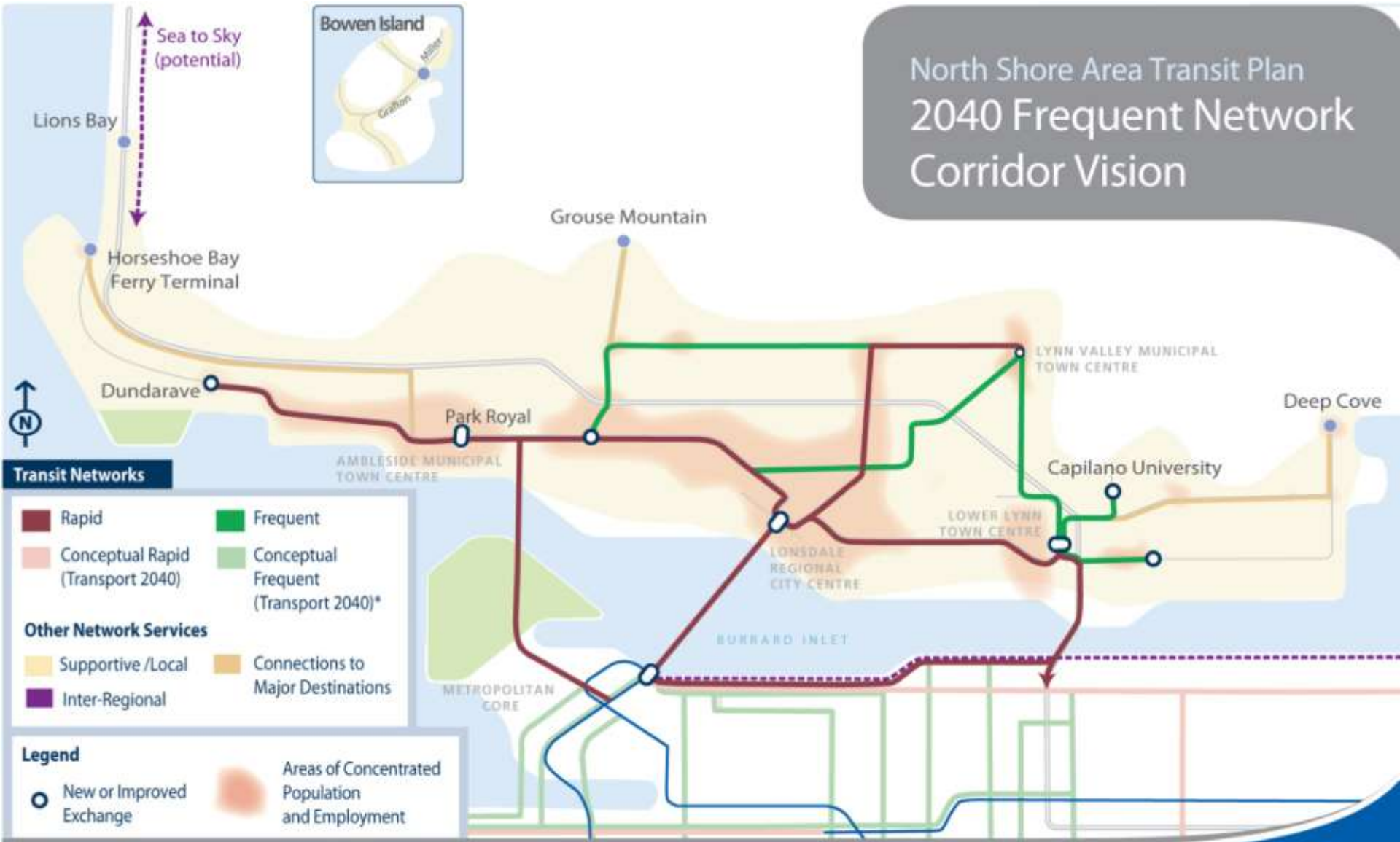
- Trade-off consultation tool
- Small, diverse groups
- Consensus
- Engage in constraints
+ opportunities discussions
- Input to a long-term plan



2040 Transit Network Vision



North Shore Area Transit Plan 2040 Frequent Network Corridor Vision





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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



- 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

