
From: Steve Pearce [Steve.Pearce@Seattle.Gov]
Sent: Friday, January 30, 2009 1:32 PM
To: Clark, Gordon T. (Consultant); Powers, Bob; Paananen, Ron; Williamson, Alec
Cc: Claus, Emily (Consultant); Tracie Sunday; agrotefa@wsdot.wa.gov
Subject: RE: Can we update visual sim B

The existing image B6 shows 3 NB and 2 SB on "Armory Way" near Steinbrueck Park looking south - that is a mistake it should have been 2 lanes in each direction there.

>>> "Paananen, Ron" <PaananR@wsdot.wa.gov> 1/30/2009 1:19 PM >>>
[Maybe its the two lanes as they exist today. One lane in each direction.](#)

From: Clark, Gordon T. (Consultant)
Sent: Friday, January 30, 2009 1:12 PM
To: Pearce, Steve; Powers, Bob; Paananen, Ron; Williamson, Alec
Cc: Claus, Emily (Consultant); Tracie Sunday; agrotefa@wsdot.wa.gov
Subject: RE: Can we update visual sim B

[I thought the couplet was a non starter. Has something changed?](#)

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From: Steve Pearce [mailto:Steve.Pearce@Seattle.Gov]
Sent: Friday, January 30, 2009 11:02 AM
To: Powers, Bob; Paananen, Ron
Cc: Claus, Emily (Consultant); Tracie Sunday; agrotefa@wsdot.wa.gov; Clark, Gordon T. (Consultant)
Subject: Can we update visual sim B

Ron and Bob

Visual simulation B6 (Steinbrueck Park looking south) is very useful in talking about the bored tunnel but contains a big mistake - there are 3 lanes coming up the hill when there should only be 2.

The other missing element is a pedestrian crosswalk/signal at Pine Street which is very

conspicuous and we have had to explain is missing at several briefings.

Is it possible that this could be fixed in the near future ? We are finding much demand for this image but cannot use it in its current form.

Thanks, Steve