

# Reasonable Alternatives Evaluation Matrix

Reasonable Alternative Evaluation Matrix				
Evaluation Criteria		Reasonable Alternative Measures		
Item	Unit	No Build	Alternative A	Alternative B
<b>Mobility (2040 Measures)</b>	* (Legend)	0	+	++
Overall Intersection LOS Rating	* (Legend)	0	+	++
Total Delay/Veh (reduction in veh. delay from No-Build: a positive % is an improvement)	%Reduction	0%	47%	100%
<b>Access</b>	* (Legend)	0	+	-
Property Access (# occurrences of changes to existing access)	# of	0	1	2
Access Points	* (Legend)	0	-	-
to Mainlanes	# of	10	4	8
to Ramps	# of	0	0	0
to Frontage/Local Access Roads	# of	0	5	0
Increase in Street Crossings (from No-Build: a negative numeric value is an improvement)	# of	0	0	0
<b>Safety</b>	* (Legend)	--	+	++
Mitigation of Conflict Points	* (Legend)	0	+	++
Crash Reduction (Crash Modification Factor Analysis)	* (Legend)	0	+	+
Improved Conformance to Horizontal Design Standards	* (Legend)	0	+	-
Vertical Design Criteria (Proposed US 281 Grade Separation)	Y/N	N	Y	Y
Provides protected US 380 turning movements	Y/N	N	N	Y
<b>Property (ROW) Impacts (Developed Property)</b>	* (Legend)	0	-	--
Additional ROW needed (acres)	acres	0	~ 25	~ 30
Number of Parcels Impacted	# of	0	10	8
Number of Buildings Displaced	# of	0	6	6
<b>Project Cost and Efficiency</b>	* (Legend)	0	-	-
Construction \$ Cost (millions)	\$M	\$0.0	\$8.8	\$7.8
Alignment Length	miles	0	0.76	0.83
ROW Acquisition Costs	* (Legend)	0	-	--
<b>Construction Impacts</b>	* (Legend)	0	--	-
Driveways Impacted (beyond existing ROW)	# of	0	4	3
Impacts to existing drainage structures	# of	0	6	4
Impacts to major utilities (linear and facility crossings)	# of	0	3	3
<b>System Compatibility</b>	* (Legend)	0	+	0
Compatibility with local/regional thoroughfare plans	* (Legend)	0	+	-
Compatibility with other projects	* (Legend)	0	0	0
Design Flexibility (allows for future expansion)	* (Legend)	0	+	+
Compatibility with Existing/Planned Development	* (Legend)	0	0	0

Alternatives	⇨	No Build	Alternative A	Alternative B
↓ Criteria				
Evaluation Category				
Measure				
Sub-measure				

  

Evaluation Key				
More Negative Impact	⇨	Neutral	⇨	More Positive Impact
(--)	(-)	0	(+)	(++)