## District Department of Transportation

**Anacostia Waterfront** 

## Nationals Ballpark Transportation Management Plan

Presentation to Media

February 27, 2008



## Overarching Goals of DDOT's Ballpark TMP

- Organize and manage traffic to ensure pedestrian and traffic safety
- Operate an efficient transportation system to ensure fans have a good experience to and from the ballpark
- Minimize impacts to residents and commuters:
  - Provide additional roadway and transit access capacity
  - Segregate ballpark traffic and parking from local access
  - Maximize usage of public transportation





#### **Basic TOPP Data**

- Game Start Times
- Modal Splits
- Vehicular Traffic Directions of Approach
- Potential Congestion Locations



#### **Game Start Times**

Time Periods	Number of Games
Weekends & Holidays	29
Weekday Evening (7:10pm/7:35pm)	53
Weekday Afternoon (4:35pm)	1
Total Games	83





## **Comparable Modal Splits**

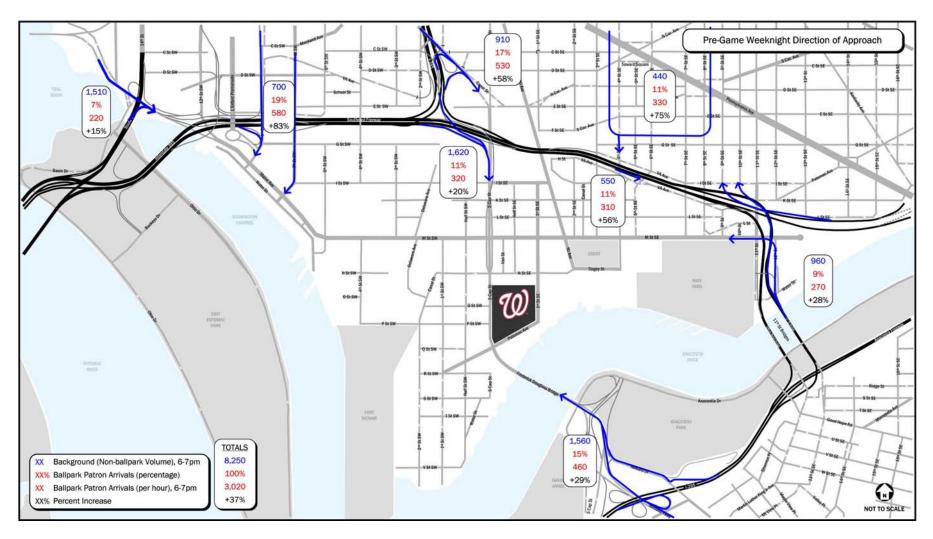
	Mode Split			
Stadium	Transit	Taxi/ Limo/ Dropoff/ Other	Bike/ Walk	Auto
Nationals Park	52%	3%	10%	35%
RFK Stadium	47%	2%	4%	47%
Camden Yards	8%	92%		
Fenway Park	22%	78%		
MCI Center	60%-80%	20%-40%		
SBC Park	37%	6%	7%	50%
Wrigley Field	37%	5%	12%	46%

<sup>\*</sup> For Weeknight Game Starts





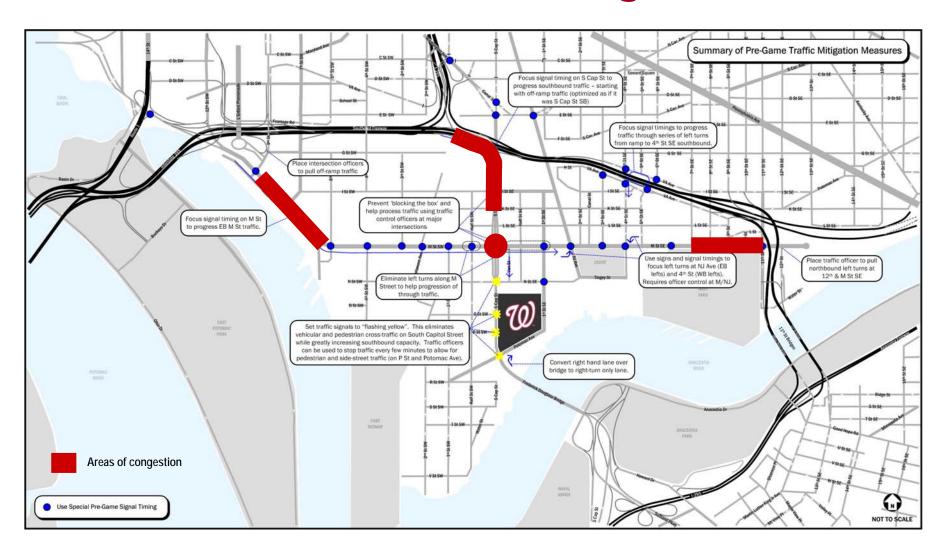
#### **Ballpark Vehicular Traffic Directions of Approach**







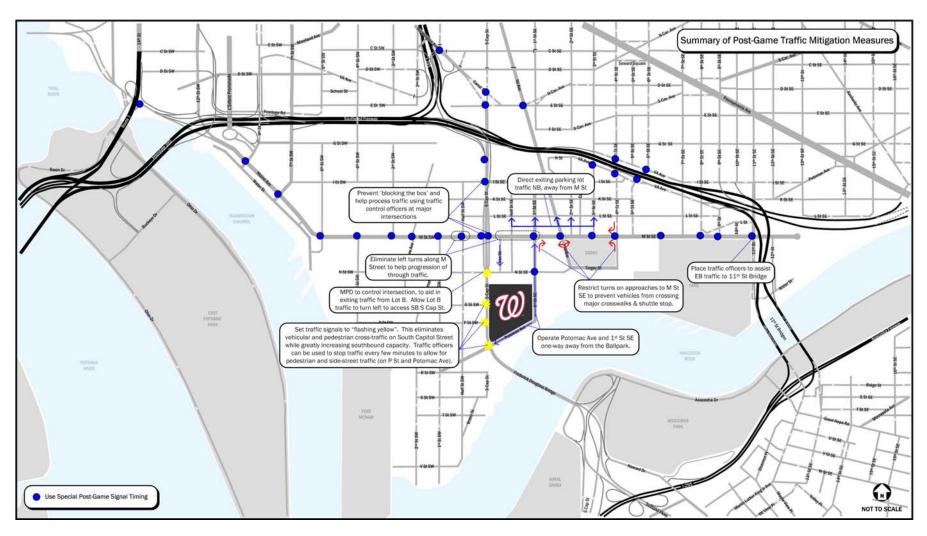
#### **Potential Congestion Locations**







#### **Post-Game Mitigations**







#### **Overview**

- Road Closures
- Intersection Reconfiguration/Turn Movement Modification
- TCO Placement
- MPD Officer Placement
- Game Day Curbside Control
- Charter Bus Parking
- Passenger Pick-Up/Drop-Off Locations

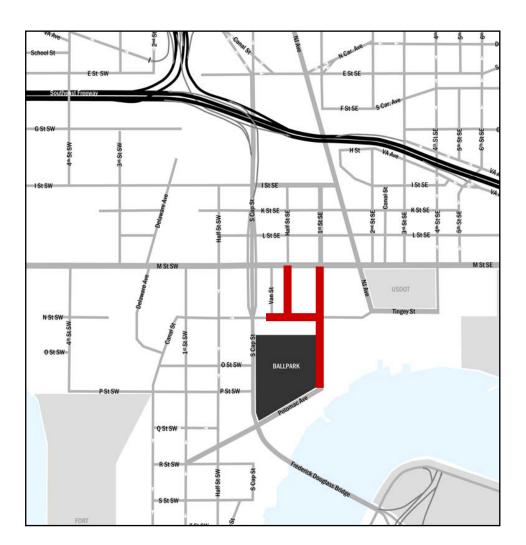
- VMS Signs
- Signal Timings Strategy
- Special Accommodations
- Bicycles
- Metrorail/Metrobus Enhancements





#### **Road Closures**

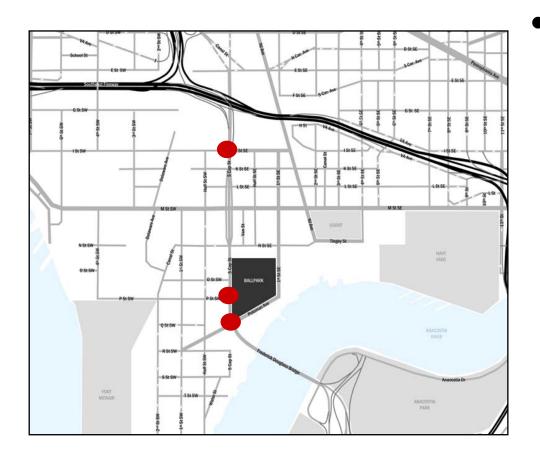
- Full Closures
  - Half Street SE (for pedestrian access)
  - N Street (for permit parking)
- Partial Closures
  - First Street SE (for pedestrian/ Metro access post-game only)







# Intersection Reconfiguration/Turn Movement Modification



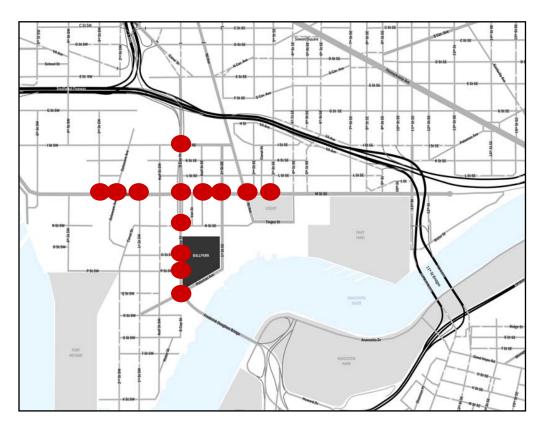
- Left Turn Restrictions (Permanent)
  - South Capitol Street at I Street (03/01/2008)
  - South Capitol Street at Potomac Avenue (03/01/2008)
  - South Capitol Street at P Street (01/22/2008)





# Intersection Reconfiguration/Turn Movement Modification

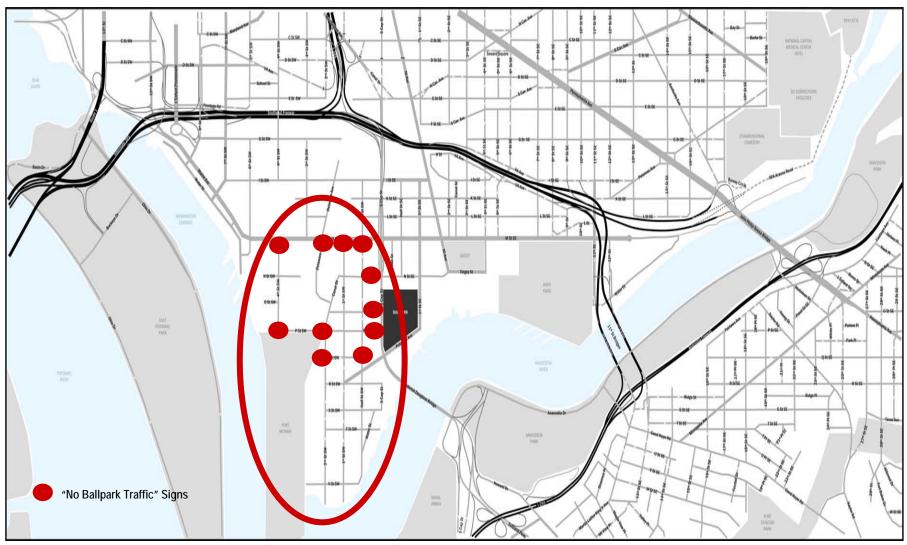
- Left Turn Restrictions (Game Day)
  - M Street SW (except Half Street SW)
  - M Street SE
  - South Capitol Street





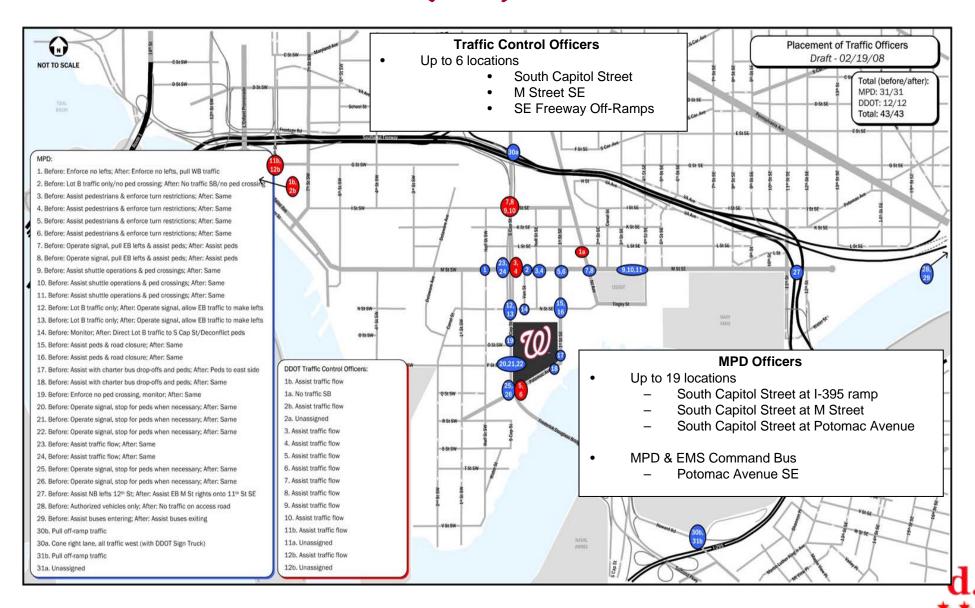


#### **Signage – No Ballpark Traffic**

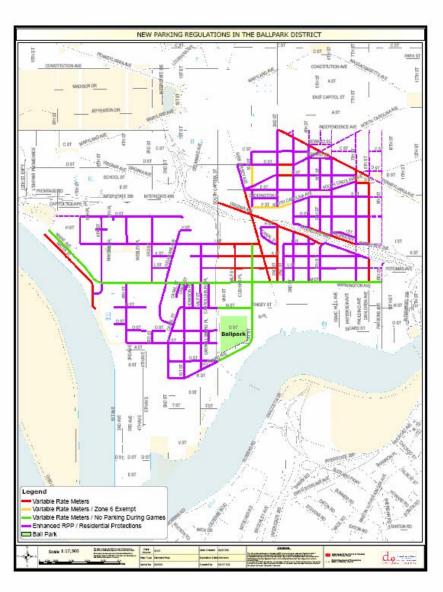




#### Traffic Control Officer (TCO) and MPD Officer Placement





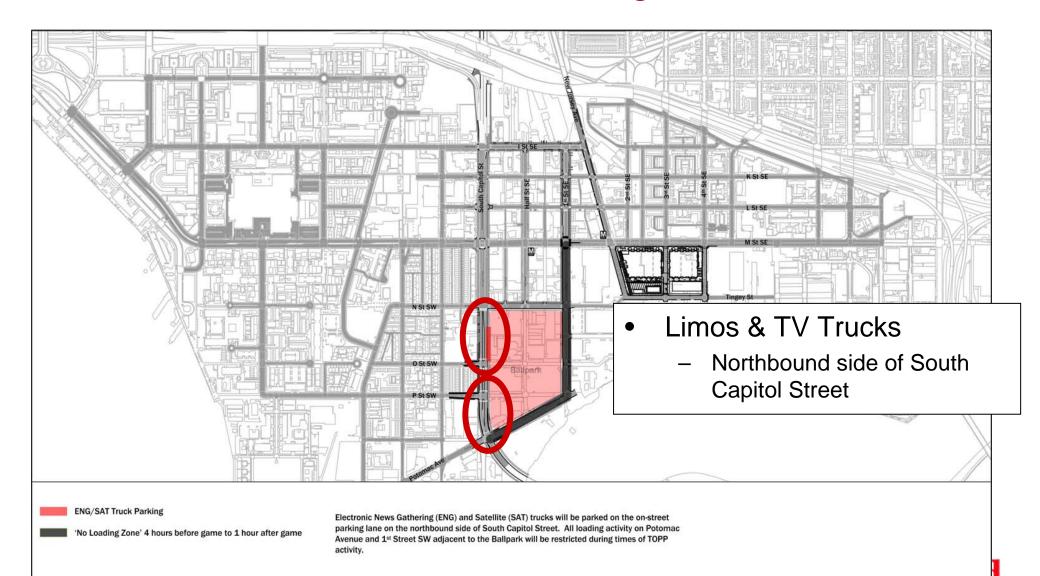


#### Parking

- Parking meters controlled remotely to manage rates
- Regulations in place to protect residential streets
- DDOT preparing block by block map showing type of curbside parking available

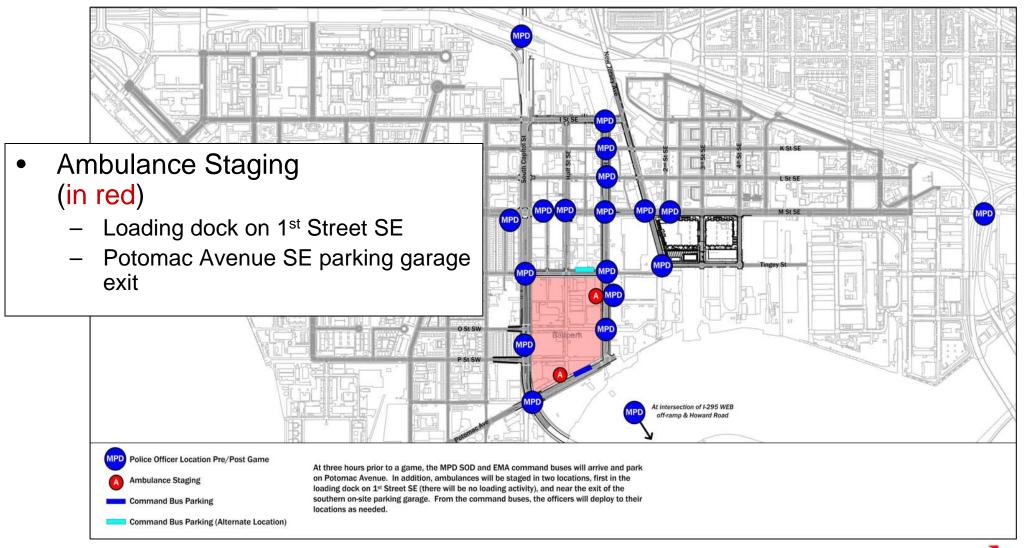






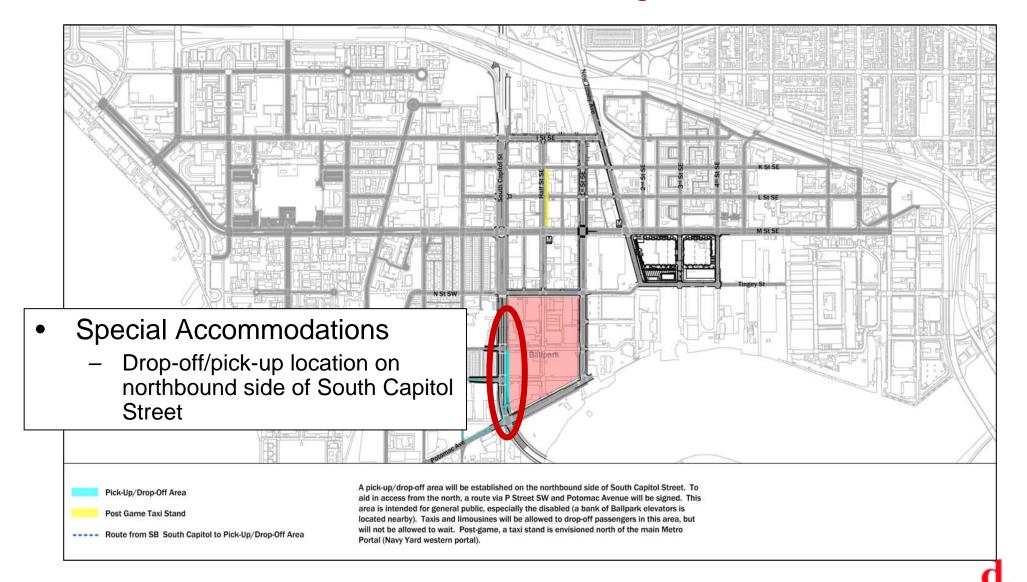






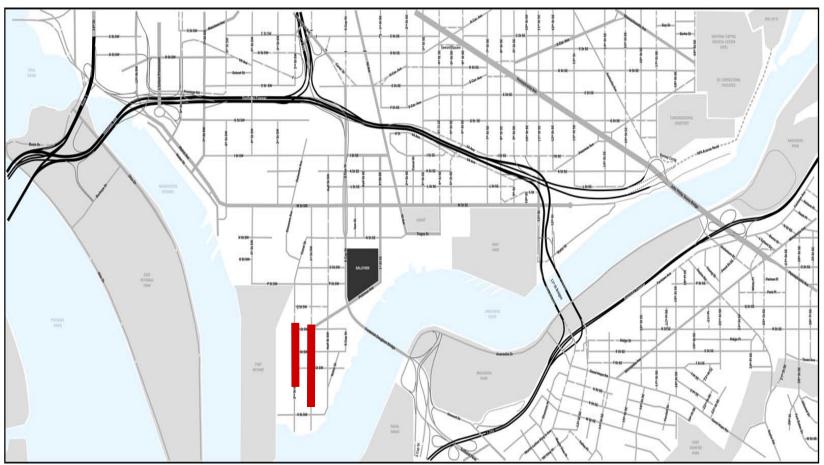








#### **Charter Bus Parking**

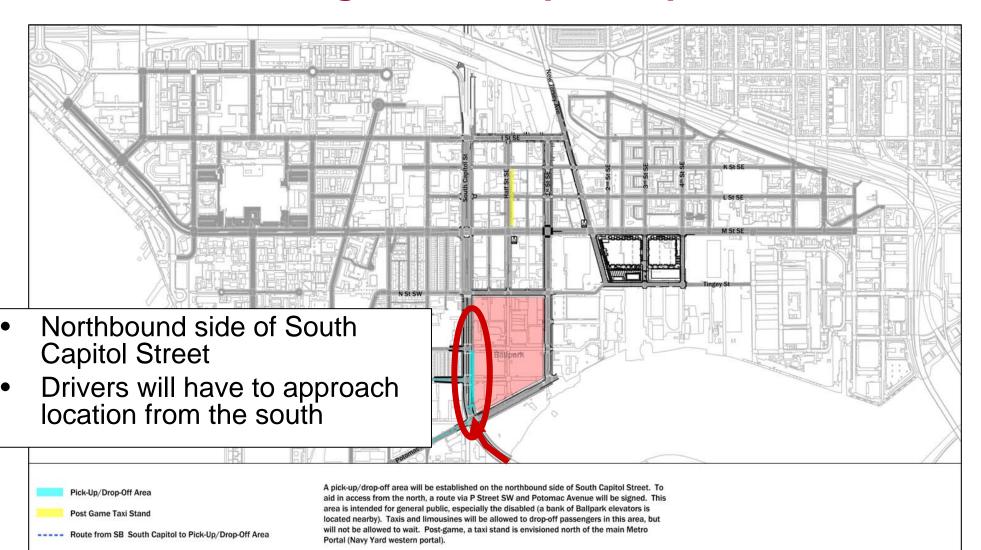


- Charter buses will park along 2<sup>nd</sup> Street south of Potomac Avenue, but north of V Street, and along 1<sup>st</sup> Street between V Street and Potomac Avenue.
- Buses will use a circle traffic pattern to have easy ingress and egress as 1<sup>st</sup> Street and 2<sup>nd</sup> Street are one way northbound and southbound respectively.
- Buses will not be allowed to park on V Street due to the Coast Guard security buffer zone.





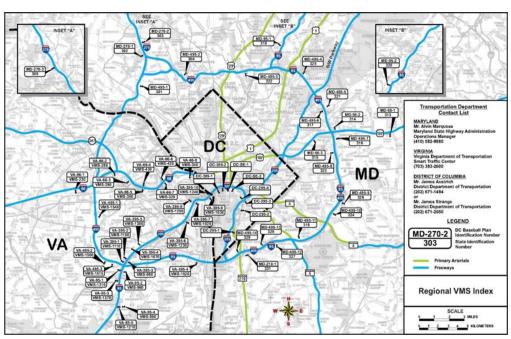
#### Passenger Pick-Up/Drop-Off Locations

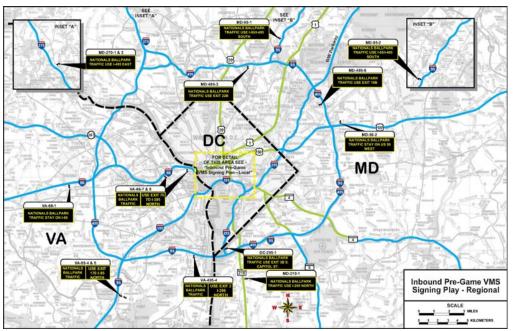






## Variable Message Signs (VMS)





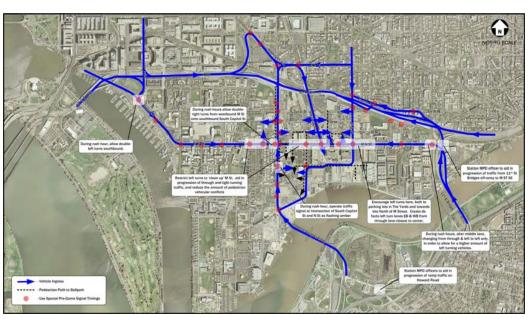
- Permanent VMS Signs
  - I-395
  - 14<sup>th</sup> Street Bridge
  - SE Freeway
  - VDOT and MDSHA signs

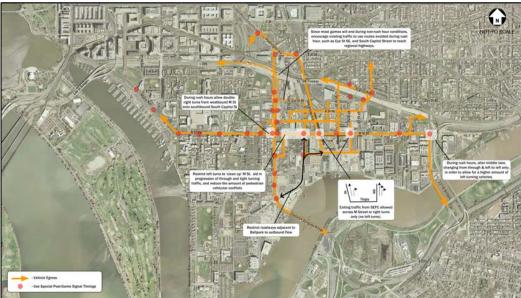
- Portable VMS Signs
  - M Street SE/SW
  - I-295
  - South Capitol Street





## **Signal Timings Strategy**

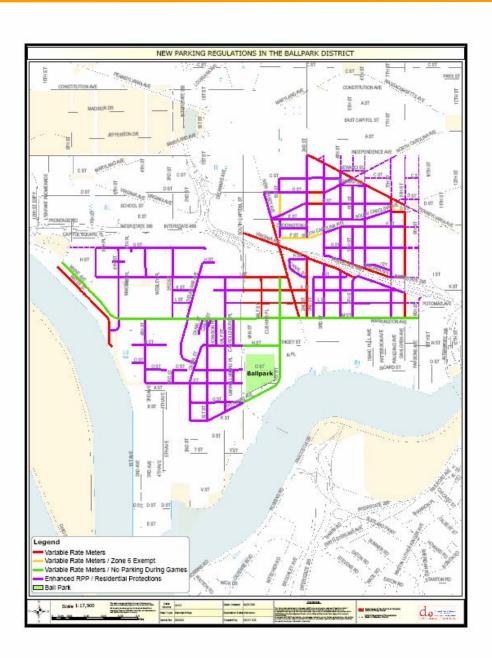




 Implement special pre/post game signal timings (based on road closures)







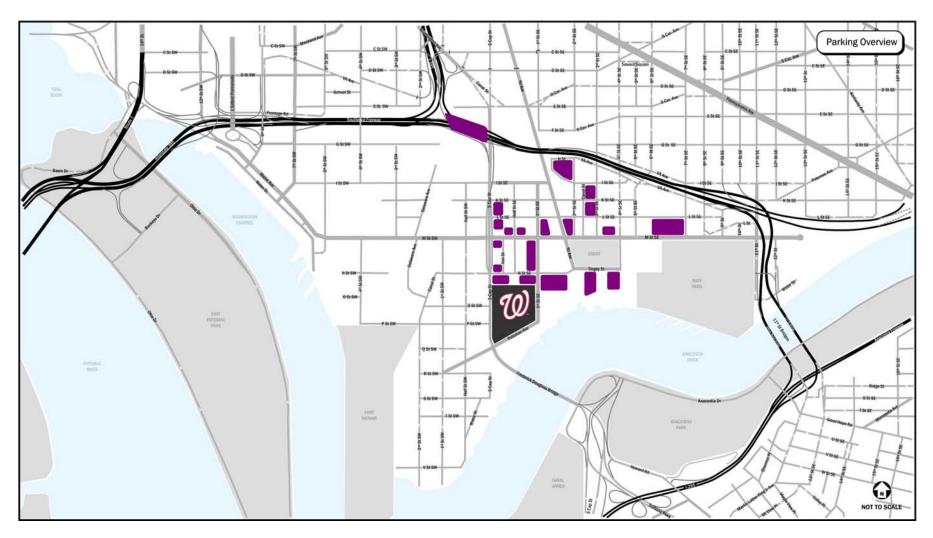
## **Parking Enforcement**

- DPW will be out in force to enforce RPP parking restrictions
- Parking patrols will ticket and tow vehicles in on-street parking spaces needed for the curbside management plan before the game, and in residential neighborhoods during the game.



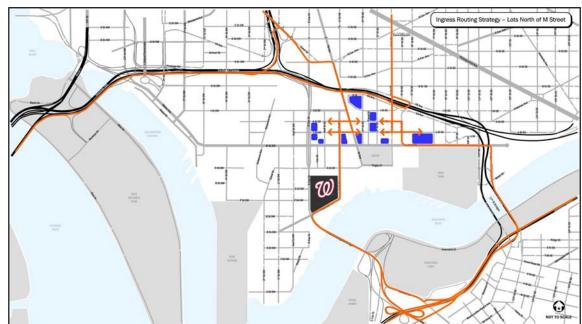


## **Parking Lot Locations**

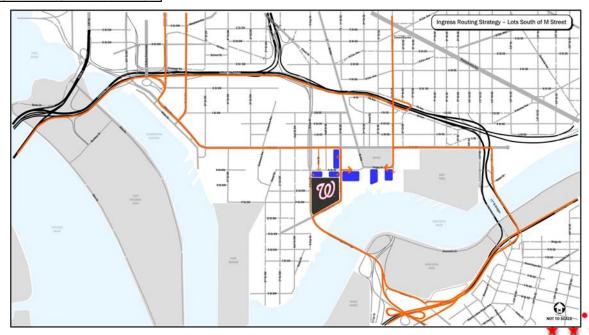




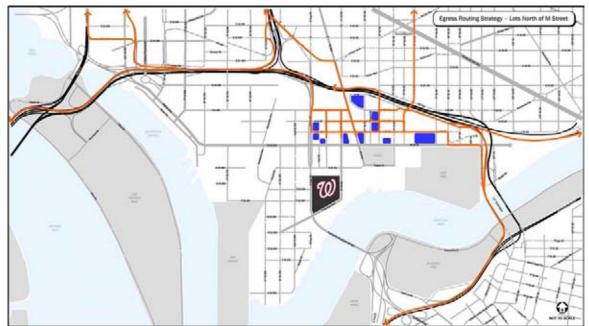




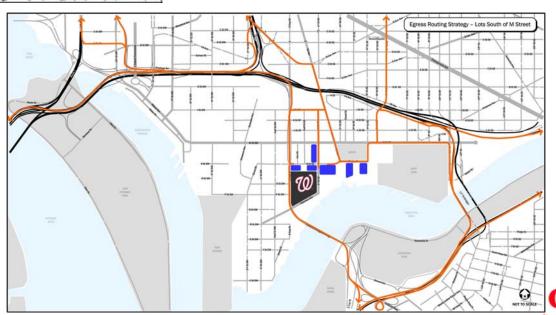
## **Ingress Strategies**







## **Egress Strategies**





#### **Bicycles**



