

People-Mover Test Route 1

This route was intended to connect peripheral parking sites at the Gator Bowl with employment centers at the Civic Plaza and elsewhere in the CBD, and to provide improved access to the Gator Bowl complex during special events. The route could also help catalyze development along the St. John's River. It would also provide access to a people-mover maintenance and storage facility in the Gator Bowl area.

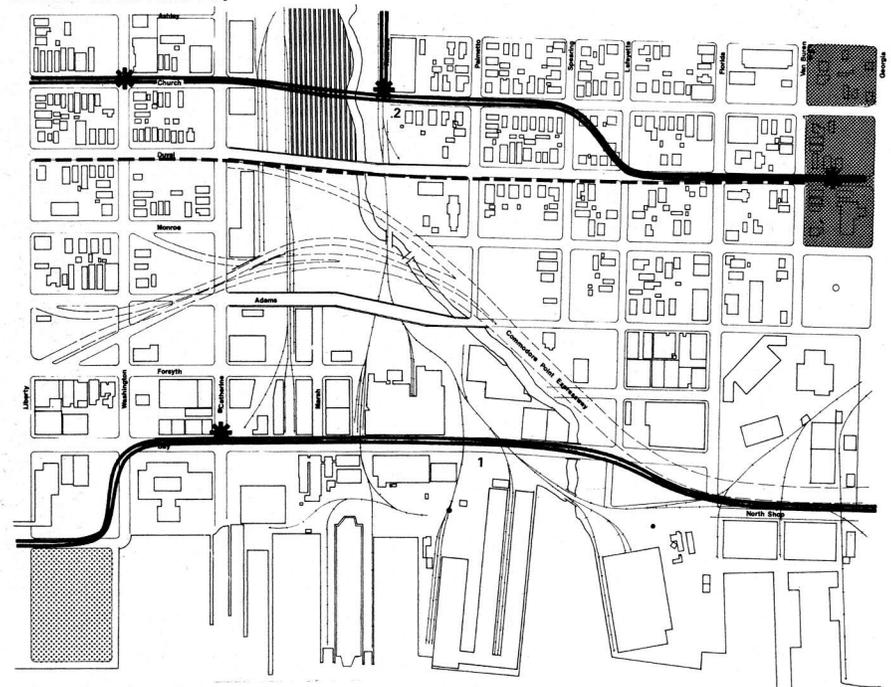
This alignment would have minimal impact on urban design, since the area it serves is not yet developed except as an industrial area. The major design problem is the guideway crossing of the Commodore Point Expressway. An elevated crossing appears attractive, since it would provide riders with a good view of the Riverside area and would also avoid some difficult clearance problems under the expressway. The guideway alignment design at the west end of this route must be integrated with the Civic Plaza design. Because of the parking lots already existing at the Gator Bowl and the heavy growth of traffic expected from the beach areas, this route has been recommended for construction in the initial people-mover implementation.

People-Mover Test Route 2

This route was conceived as an alternative to Route 1, to connect the Gator Bowl parking to the CBD via a north-south line on Liberty or Market (Route 3) and an east-west line along Church or Duval (Route 4). Patronage analysis of this route indicated very little increase in ridership over that of Route 1,

particularly during the peak hours, since Cathedral Center riders are expected to travel most during off-peak times.

There are serious problems in designing an interchange connecting the north-south Route 3 with this route at the Cathedral Center, because of the irregular configurations of the blocks. Although the guideway could be relatively unobtrusive in most places away from the interchange, it would impact severely with the many churches in the area. Route 1 is considered to be a better alternative.



GATOR BOWL ROUTE ALIGNMENTS