

Transportation Research Questions

Duluth is an active and fast moving city and there are many moving pieces that bring the city to life. From bikes to trains, hiking to cargo ships, and everything in between, transportation in all its forms is vital to the health of people, the environment and the economy. It's what connects us to each other, and links us to the wider world.

- 1. Does the City's road and bicycle infrastructure meet user needs? Describe. How does Duluth compare to other communities of a similar size?
- 2. Do existing transportation modes equally serve all residential neighborhoods? Does infrastructure availability follow population density?
- 3. What percentage of the population is within a quarter mile of the transit system and do the most frequent run times or routes match this population?
- 4. Is there sufficient area for growth of water borne industry and transportation logistics within current footprint of harbor/port area?
- 5. Do we have trail connections for pedestrian and bike access to job centers, neighborhoods, and recreation areas?
- 6. Where are there gaps or deficiencies in the pedestrian and bicycle networks?
- 7. What new transportation opportunities and practices should we consider given our steep hills and varied topography?
- 8. Do we fully utilize the capacity of the air and rail modes of transportation that serve the community?
- 9. Does our existing transportation network adequately connect to neighboring communities and our region?
- 10. How can we create a transportation network that maximizes financial investment and minimizes future maintenance costs?
- 11. Do our current land use patterns support multimodal transportation?
- 12. How will development of passenger rail impact the need for improved pedestrian systems?
- 13. How can we reduce parking and traffic thru-put in Canal Park to best allow for new tourism development?
- 14. What level of frequency should a model transit system consider for growing ridership?
- 15. Are the streets within the City at or near traffic capacity? Where might LOS (Levels of Service) be compromised with additional density in development?