

GABAC

GREATER ALBUQUERQUE BICYCLING ADVISORY COMMITTEE

DEPARTMENT OF MUNICIPAL DEVELOPMENT, PO BOX 1293
ALBUQUERQUE, NM 87103
(505) 768-3658

Richard J. Berry, Mayor

Monday, October 16, 2017 4:30 - 6:30 p.m.

7th Floor Conference Room, Room 7096 Old City Hall, (Fifth/Marquette NW)

- Welcome and Introductions
- Approval of the Agenda (if quorum present)
- Public Comment

Please register on the sign-in sheet. Comments are generally limited to two minutes or less.

Announcements/Administrative

- -Please wait until recognized to begin Comment/Questions
- -Written Questions/Comments and/or Response may be requested
- Presentation
 - Girard Restriping......John Castillo, PE, Acting
 Engineering Division Manager
- GABAC Committee Reports
 - Bear Canyon Arroyo Trail intersections
 - o Delaware Bicycle Law Changes
- Staff Reports

DMD Engineering
Council Services
Parks and Recreation
APD
Planning
Bernalillo County
NMDOT District 3
MRCOG

- Discussion/Action Item(s)
 - o 4th and 5th Streets downtown and the 50-Mile Loop
 - Feedback on the Alameda Presentation from August
 - Feedback on the Frost Road Presentation from August
 - o Parking in Bike Lane Ordinance
 - Monte Vista and Central

- o Follow-up on School Zone missing on Dennis Chavez at Atrisco Heritage/George Sanchez Middle School
- Recent paving on Gibson between Broadway and I-25 and missing bike lanes

Final Action Items

- William Street
- Silver Bike Boulevard Recommendations
- Adjourn
- Next Regularly Scheduled GABAC Meeting: November 13, 2017

Doug Stiebler (City At-Large); VACANT (City-At-Large); Dan Majewski (City-NE); VACANT (City-SW); Jim Fordice, (City-NW); VACANT (City SE); Moises Gonzalez (EPC); VACANT (Unincorporated East); Scot Key (Unincorporated West) Members:

City Staff: Debbie Bauman, DMD, Engineering (768-3649)

Notice: If you are a person with a disability and require assistance to participate in this meeting.

please call 768-2680, 72 hours prior to the meeting. TTY users may access this

number via NM Relay at 1-800-659-8331.