COMMISSION RECOMMENDATION

Joint Sustainability Committee Recommendation xxxXXX – Resolution in Support of WalkBikeRoll Plan

WHEREAS the Austin Climate Equity Plan has the goal of "50% of trips in Austin are made using public transit, biking, walking, carpooling, or avoided altogether by working from home"; and

WHEREAS the Austin Climate Equity has the goal of of 75% of new housing located within 1/2 mile of activity centers and corridors; and

WHEREAS Addressing Austin's affordability and displacement crisisis necessary to achieve equitable outcomes; and

WHEREAS All Austinites, regardless of income should be able to live where there are safe places to walk, bike, and roll and live where there are destinations close enough to walk, bike, and roll to (including transit); and

WHEREAS In order to achieve the aforementioned, the City must prioritize integrated affordability, anti-displacement, land use, and mobility programs and policies; and

WHEREAS Austin has 1500 miles of absent sidewalks and the Sidewalk Fee-in-Lieu program has resulted in many private developers not building sidewalks, even when no hardships are present, and

WHEREAS the 2016 Sidewalk Master Plan / ADA Transition Plan Update Appendix I details line-by-line code changes that would increase incentives to build sidewalks by private developers and increase the amount of sidewalks in the City of Austin.

NOW THEREFORE, BE IT RESOLVED THAT THE JOINT SUSTAINABILITY COMMITTEE OF THE CITY OF AUSTIN HEREBY ADOPTS THE FOLLOWING RESOLUTION THAT:

- The Joint Sustainability Committee endorses the Austin Walk, Bike, Roll plan (ATXWBR)
- The Joint Sustainability Committee directs the Austin City Council to direct the City Manager to implement changes to the Code of the City of Austin, Texas- Title 25- Land Development, Chapter 25-6 Transportation, Article 5- Driveway, Sidewalk, and Right-of-Way Construction, and the City of Austin Transportation Criteria Manual Section 4-Sidewalks and Curb Ramps, as outlined in Appendix I of the 2016 Sidewalk Plan