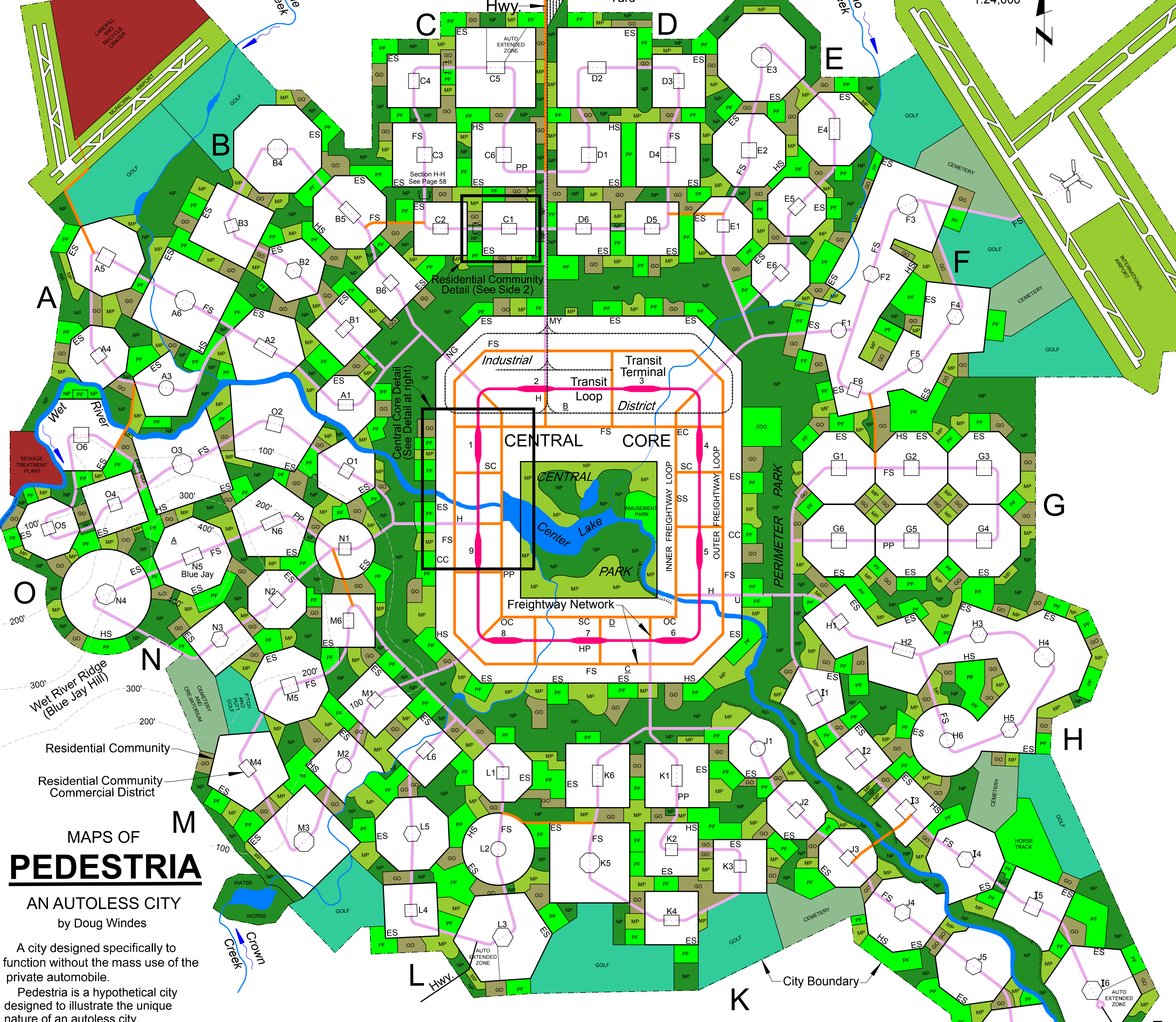


PEDESTRIA OVERALL MAP

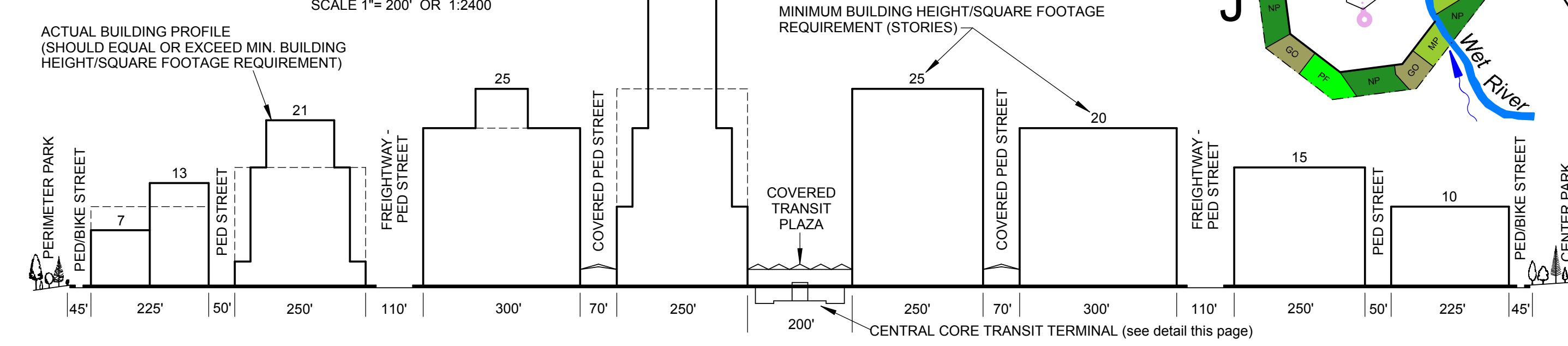


MAPS OF PEDESTRIA
AN AUTOLESS CITY
by Doug Windes

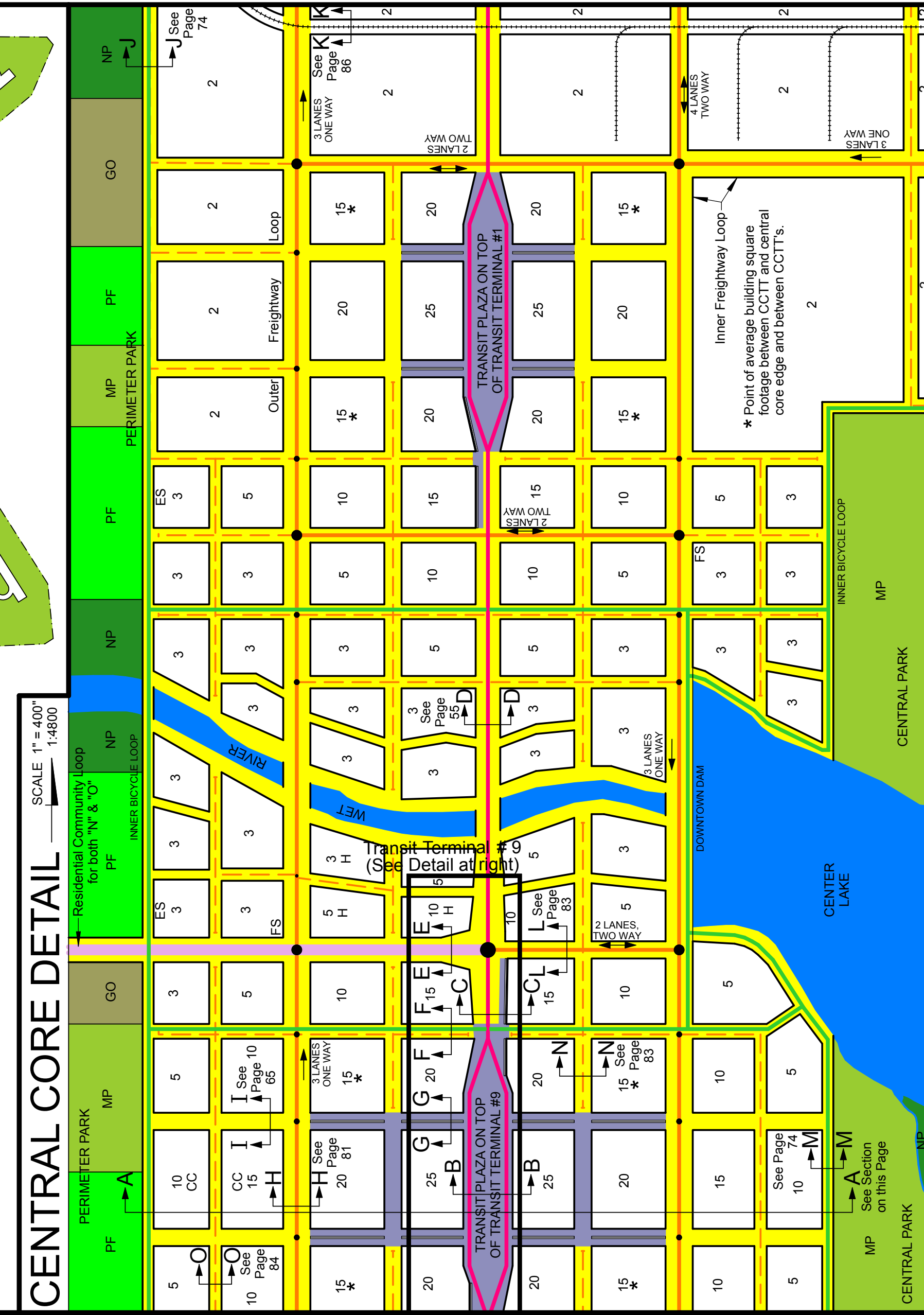
A city designed specifically to function without the mass use of the private automobile. Pedestria is a hypothetical city designed to illustrate the unique nature of an autoless city.

- This map includes:
- On side 1
 - An overall map of the city.
 - A detail of some of the central core (downtown).
 - A detail of a transit terminal and major intersection.
 - A cross section of the central core (downtown).
 - On side 2
 - A detail of an entire residential community, plus surrounding open space.
 - A cross section of the community's central commercial district.
 - A cross section of the main roadway in and out of the community.

CENTRAL CORE SECTION (A-A)

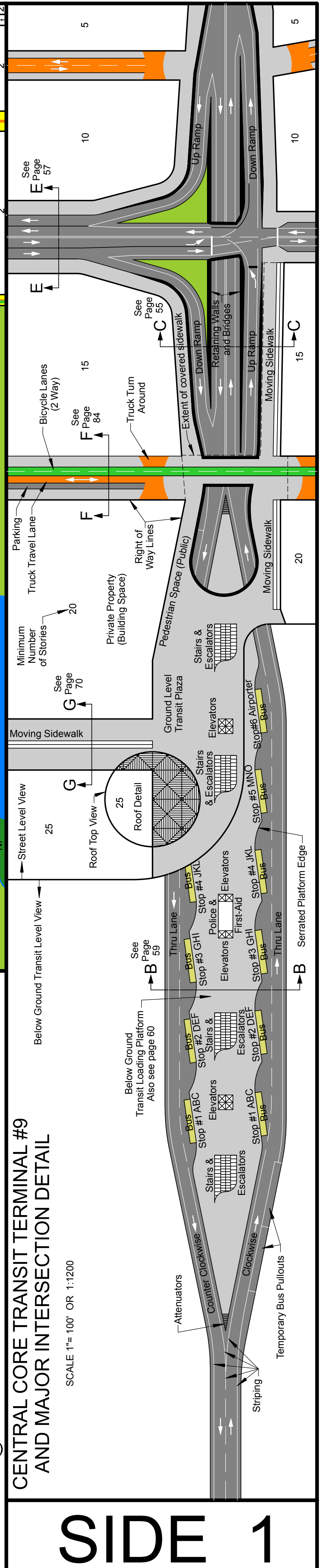


Scale
1"=2000'
1:24,000



CENTRAL CORE DETAIL

- ### LEGEND FOR OVERALL MAP AND CENTRAL CORE DETAIL
- MP Manicured Park
 - NP Natural Park (Forest)
 - PF Playing Fields and other attractions
 - GO Garden Plots and Orchards
 - Golf Course
 - Cemetery
 - Treatment Plant and Landfill
 - Public Rights of Way (Streets, Sidewalks, etc.)
 - Covered Streets (Pedestrian Only)
 - Central Core Transit Loop (transit & emergency only)
 - Central Core Transit Stop (Stop #7)
 - Res. Comm. Transit Loop (Shared Transit & Freightway)
 - Res. Comm. Transit Stop (Stop #3 in Loop D)
 - Freightway (No Transit)
 - Local Access Freight Street
 - Main Bicycle Streets
 - Hwy. Out of Town Highway
 - Rail Line (Feeder or Spur)
 - Moving Sidewalk
 - Direction of Traffic
 - Signalized Intersections - Major to Minor
 - ES - Elementary School (Grade school)
 - HS - High School (Secondary school)
 - CC - Community College
 - U - University
 - H - Hospital
 - SS - Sport Stadiums Complex
 - OC - Major Office Complex
 - EC - Exposition/Convention Center
 - MY - City Maintenance Yard
 - NG - National Guard
 - HP - Heliport
 - FS - Firestation
 - PP - Police Precinct Office
 - City Boundary
 - Contours (100' Intervals)
 - Typical Cross Section
 - Residential Loop Identifier
 - Bluff or Rock Outcrop
 - Residential Comm. (6th in Loop D)
 - Detailed area
 - Developable Land (10 story min.)
 - Pond, Lake or Reservoir
 - Creek or River



CENTRAL CORE TRANSIT TERMINAL #9 AND MAJOR INTERSECTION DETAIL

SIDE 1