

## City of League City, TX

300 West Walker League City TX 77573

## Legislation Text

File #: 16-0836, Version: 1

Consider and take action on Ordinance No. 2016-05 to set a 45 MPH speed limit along SH 96 (League City Parkway), from I-45 to the eastern city limits, a distance of 5.96 miles - Second Reading (Deputy City Manager)

Council approved on first reading 4-2-0 with 1 absent on February 9, 2016.

Approval of this item will set a 45 MPH speed limit on SH 96 (League City Parkway) from I-45, to the eastern city limits.

Based on numerous complaints received of "excessive speeds" and a number of accidents along SH 96, the City requested TxDOT to perform a speed study along SH 96 from I-45 to the eastern city limits. TxDOT completed the study in December 2015 (attached as TxDOT Strip Map 5737B) and recommended a speed limit of 45 MPH.

The existing speed limit along SH 96 from I-45 to Tuscan Village Drive/Hometown Hero's is 45 MPH. This speed limit was established by Ordinance #2013-17. The remainder of the distance is zoned 55 MPH. Examination of the study indicates that the 85<sup>th</sup> percentile of vehicles measured is generally in compliance with posted speeds. However, TxDOT Procedures for Establishing Speed Zones, August 2015, allows TxDOT to lower the speed limit below the 85<sup>th</sup> percentile method. TxDOT recommends lowering the speed limit due to the following existing conditions: residential area, developed area, number of driveways and other developments.

If approved, TxDOT will install new speed limit signs at no cost to the City. This was reviewed by the League City Police Department and offers no objection. The City Ordinance was reviewed and approved by the City Attorney.

The City will need to look at the signal timings from SH 146 through Tuscan Village Drive/Hometown Hero's, as a secondary impact from the speed limit adjustment.

## Attachments:

- 1) Data Sheet
- 2) TxDOT Strip Map 5737B
- 3) TxDOT email recommending lowering of speed limit
- 4) Ordinance 2016-05
- 5) Aerial Map

## **FUNDING**

{X} NOT APPLICABLE