Retail Quarter: MCA Assessment

Assessment Scale 1 (low) to 7 (high)

Transport Econ Case: Original Criteria	Retail Viability	NZTA	PROPOSED CRITERIA	OPTIONS						
				Status quo	2-way (upgrade d kerbs)	2-way shared	1-way (North)	1 way (South)	1 -way (severed)	Fully pedest- rianised
Reduce DSI's to 0 (Safety)	-	xxx	Safety (road users)	1	3	3	4	5	4	7
Improve Sense of Place and quality of experience on George Street (Amenity) ⁱ	xx	х	Opportunities for placemaking (space to provide for amenity features and activation)	1	2	4	5	5	6	7
(not considered)	х	х	Ability to support appropriate (electric) buses ⁱⁱ	5	6	7	0	0	0	0
Cycling/Micro- mobility	х	х	Cycling/Micro-mobility	1	1	4	5	5	5	7
Wider network impacts		х	Overall Network Function	7	7	5	4	5	2	0
(discarded ⁱⁱⁱ)	XX	Х	CPTED	7	7	6	5	5	3	1
Ease of servicing and direct property access	xxx	-	Retail Accessibility (support for passing trade by car, easy access to car parking areas/buildings) ^{iv}	7	7	6	5	5	3	0
(not considered)			Flexibility of design to adapt to future needs*	0	2	7	7	7	2	0
(discarded)			Public Acceptability ^{vi}	Χ	Diff*	Poss**	Poss	Poss	Diff	Х
			*(Difficult) ** (Possible)							

Assessment undertaken by Project team staff from City Development and Transportation teams on 12 October 2020

¹ Was measured as "supports Council's desired plan and movement framework" meaning score based on ability to reduce vehicle access. Suggest change measurement to ability to create space for amenity features (road space allocation for place-making)

ii Options that provide for 2 way traffic movement will score higher based on this criterion

iii 'discarded' criteria were generally considered to be 'double-counting'

iv Change measurement from qualitative and focus on vehicle accesses with access and egress onto George to accessibility (transport) modelling to car parking buildings

^v Cost and Difficulty in changing use for movement (for example 2-way to 1way etc)

vi Could measure based on CCAG results (but what's indicated is in house assessment is very similar and maybe better to just keep as possible vs difficult)