

Physical Features

These features are physical elements visible along the travelway.

FEATURE 212

THROUGH LANES

Roadway Side	Allows Tie	LRS Package	Feature Type	Interlocking	Secured
C/R/L	Yes	Yes	Length	Yes	Yes
Responsible Party for Data Collection		District Planning			

Definition/Background: The total number of through lanes for the roadway side, (C/R/L). A through traffic lane is a lane of roadway intended to facilitate moving vehicles along a corridor.

NOLANES | NUMBER OF ROADWAY LANES

HPMS	MIRE	Who/What uses this Information	Required For	Offset Direction	Offset Distance
7	32, 134, 159, 163, 180	Planning, Maintenance, Work Program, Traffic Operations, HPMS	All functionally classified roadways On or Off the SHS, and Active Exclusive roadways.	N/A	N/A

How to Gather this Data: Count the number of through lanes excluding auxiliary lanes, parking lanes, or acceleration and deceleration lanes. For a divided roadway, there will be two values, one for the left roadway side and one for the right roadway side. For a composite roadway side, there will be one value.

The following are not considered through lanes:

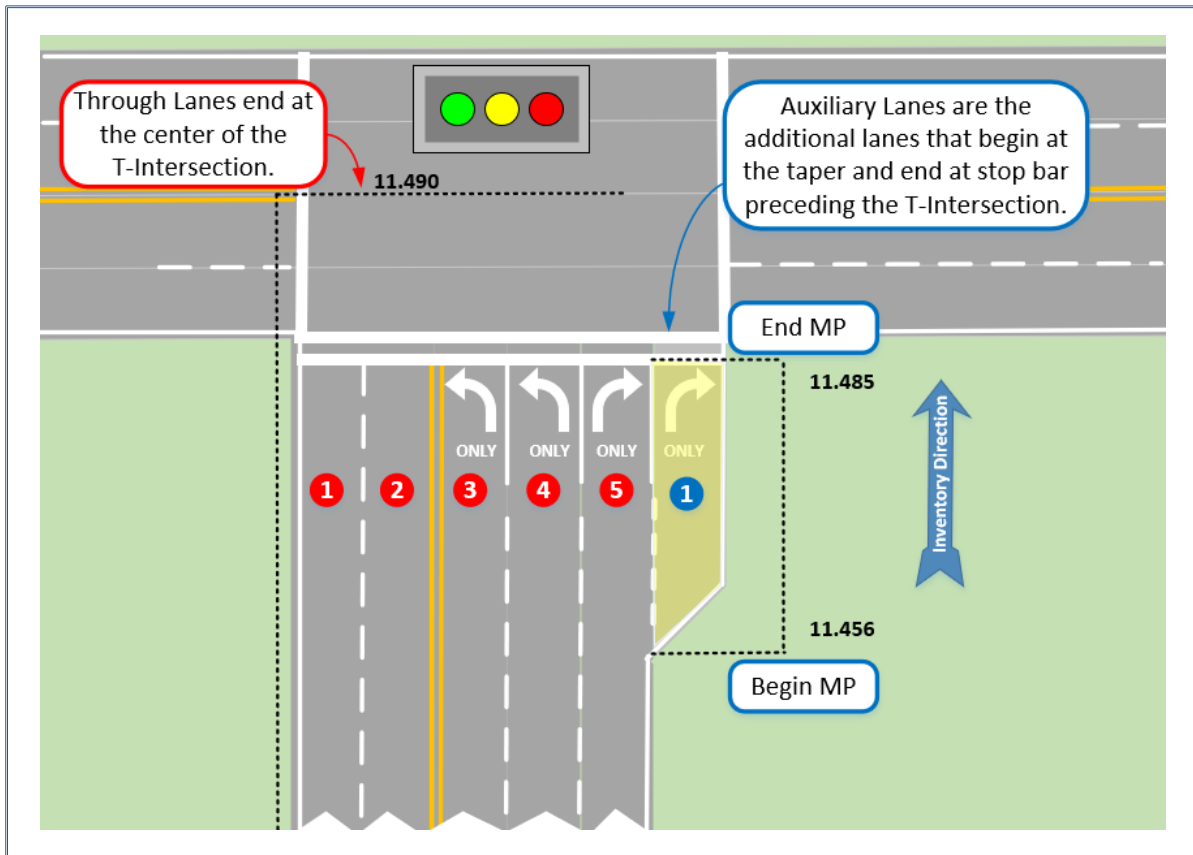
- Parking lanes are coded as a paved shoulder under Feature 214 Outside Shoulders. Parking lane width and type of parking are coded under Feature 313 Parking.
- Bike lanes (excluding sharrows) are coded as paved shoulders under Feature 214 Outside Shoulders. All bike lanes and bicycle keyhole lanes are coded under Feature 216 Bike Lanes/Pedestrian Facilities.

Value for Number of Roadway Lanes: 2 Bytes: XX—Number of through lanes (e.g., 02)

Special Situations:

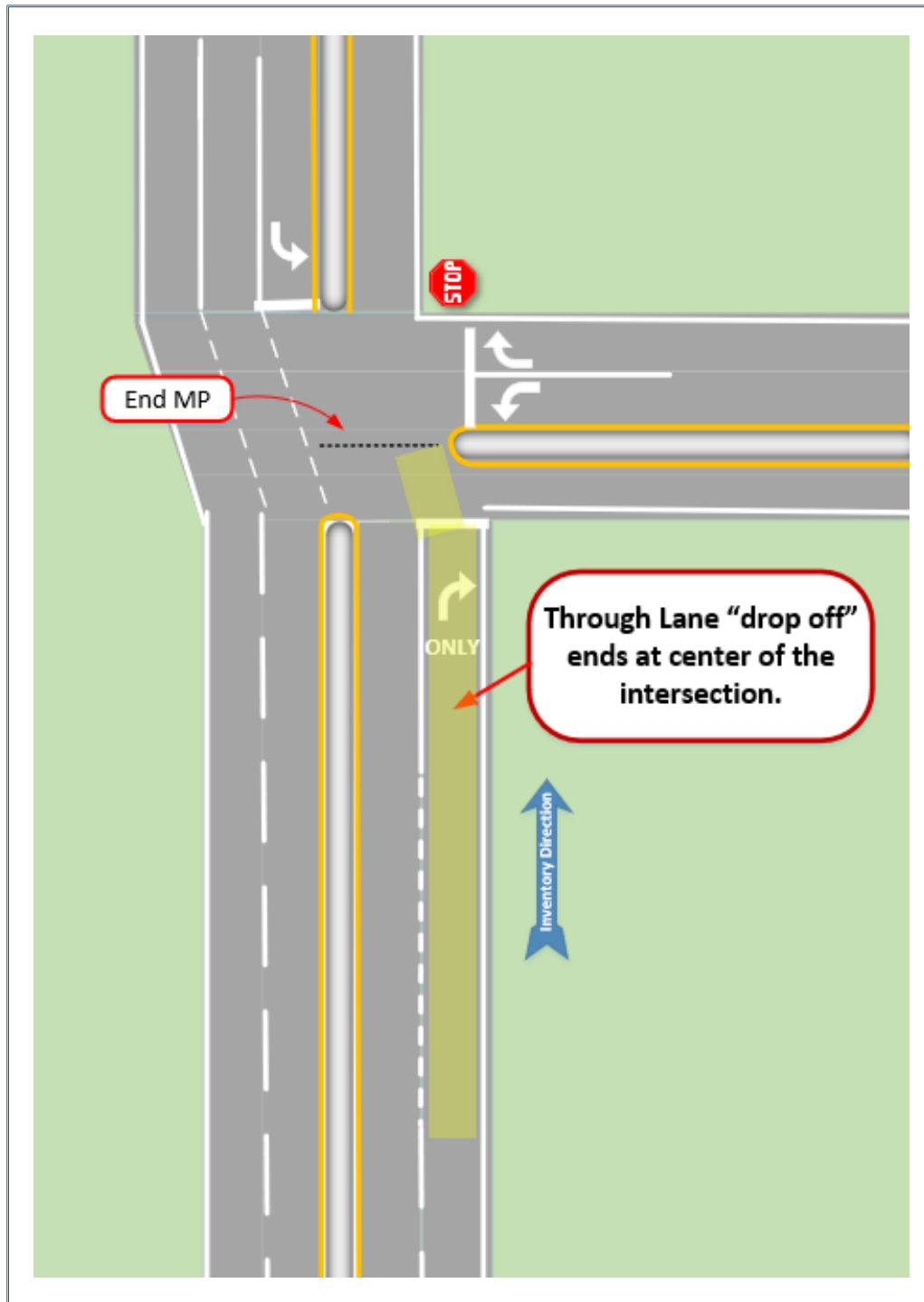
- *T-Intersection:* Code the number of through lanes to the center of the intersection. Then code the auxiliary lanes under Feature 213 by counting those lanes not previously counted. Be careful to avoid duplicate or over counting. For more details, reference Feature 213 Special Situations for coding T-Intersections.

EXAMPLE



Through lanes that terminate at a t-intersection are coded to the center of the intersection. Note that this is a different ending milepoint than that of the auxiliary lane that approaches the intersection.

Through Lane Drop off: This is a through lane that becomes a right turn or left turn only at an intersection. Code a dropped lane as a through lane to the center of the intersection.

EXAMPLE

A Through Lane approaching an intersection that is designated for turning movements only at an intersection is a Through Lane Drop Off. It does not continue beyond the intersection, the lane is considered “dropped” at the center of the intersection.

In comparison, an auxiliary lane at an intersection has three key components: entering taper, deceleration length, and storage length.

SURWIDTH | PAVEMENT SURFACE WIDTH

HPMS	MIRE	Who/What uses this Information	Required For	Offset Direction	Offset Distance
34		Planning, Maintenance, Work Program, Traffic Operations, HPMS	All functionally classified roadways On or Off the SHS, and Active Exclusive roadways.	N/A	N/A

Definition/Background: The total width of all through lanes for the roadway side (C/R/L), measured in feet.

Tolerance: Measured to the nearest foot.

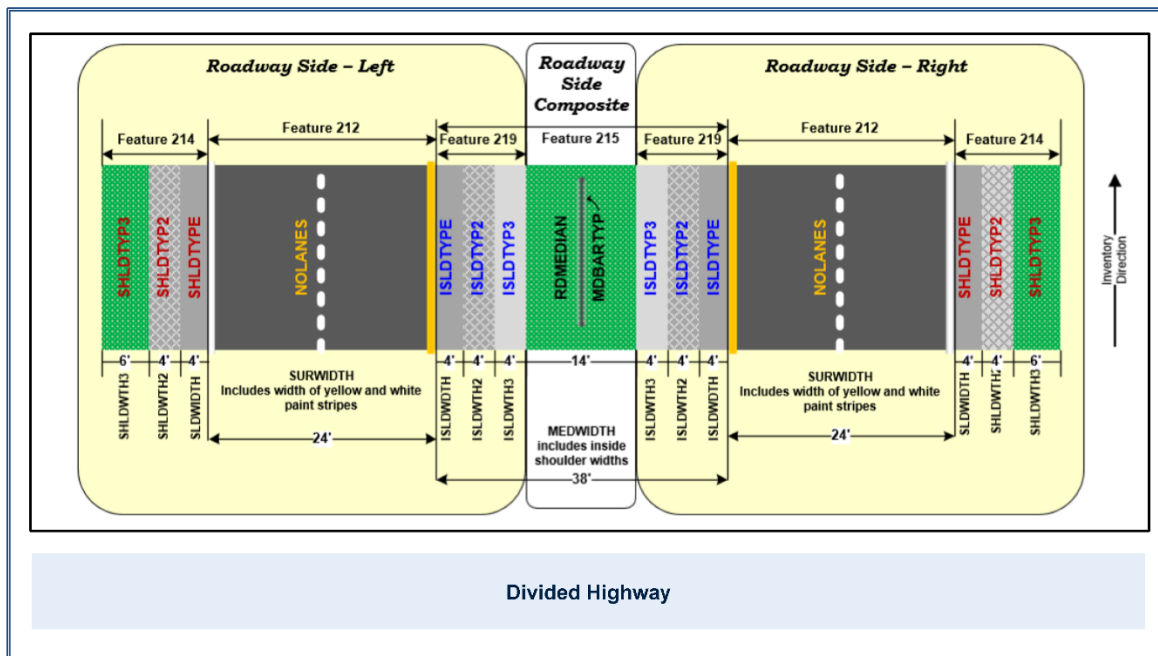
How to Gather this Data: Measure the total lane surface width to the nearest whole foot. Measure from the outside paint stripe edge to the outside paint stripe edge. Do not include auxiliary lanes, parking lanes, bike lanes, bicycle keyhole lanes, or acceleration and deceleration lanes.



Value for Pavement Surface Width: 3 Bytes: XXX—Surface width in feet

Special Situations: Divided roadway—Take measurement from the outside edge of the yellow stripe to the outside edge of the white stripe. For a divided roadway, there will be two values, one for the left roadway side and one for the right roadway side. These can be up to 24 feet for a single individual through lane.

EXAMPLES



Note: SHLDTYPE, SHLDTYP2 and SHLDTYP3 under Feature 214—Outside shoulders require coding an Offset to indicate Left or Right.

When there are paint stripes present, measure the through lanes from the outside of the paint stripe.

