

Lawson Heights & Lawson Heights Suburban Centre Draft Neighbourhood Traffic Plan

Item	Location	Recommendation	Reason
1	Lenore Drive between Warman Road/Wanuskewin Road and Primrose Drive	Install sidewalk on the north side of Lenore Drive	Sidewalk gap
2	Lenore Drive & Redberry Road/Roborecki Crescent	Install Active Pedestrian Corridor (east leg)	Improve pedestrian safety
3	Lenore Drive adjacent to Bishop James Mahoney School	Remove School Zone	Improve traffic operations and school activity not on Lenore Drive
4	Lenore Drive & La Loche Road	Remove U-turn restriction for westbound traffic and install a supplemental flashing beacon	Alert u-turning traffic of device activation
5	Pinehouse Drive & La Ronge Road	Install median island on the west leg	Reduce speed
6	Pinehouse Drive	Parking restriction on the north side of Pinehouse Drive	Clear driveway sight lines
7	Pinehouse Drive & Pinehouse Place	Relocate street name blade	Make street name blade visible
8	Pinehouse Drive & Reindeer Road	Convert to a three-way stop controlled intersection, parking restriction on the south of the intersection, relocate street name blade and install median island on the east and west leg	Improve traffic operations and improve pedestrian safety
9	Redberry Road & Reindeer Road	Relocate west leg of crossing area further west, install pedestrian ramps and improve pedestrian signage	Improve pedestrian safety
10	Redberry Road & La Loche Road/Turtle Crescent	Tree trimming on the northwest corner	Clear sight lines
11	Whiteswan Drive between Lenore Drive and Pinehouse Drive	Speed display boards (both directions)	Reduce speed
12	Parking area north of soccer fields and Lawson Heights Civic Centre	Request that the Saskatoon Soccer Centre and City of Saskatoon Parks Division accommodate pedestrian activity through the parking lot area by providing a sidewalk or pathway	Improve pedestrian safety

Other Projects in the Area

	Location	Recommendation	Reason
13	Primrose Drive & Pinehouse Drive	Review traffic signal timing plan	Consider retiming