

Woodburn High School Pedestrian Safety Improvements

Areas of Focus:

- Front Street Access (A)
- 214/Front Street On-Ramp Crosswalk (B)
- Front Street On-Ramp Crosswalk (C)
- 214/North Bulldog Access (D)
- 214 South Bound “Natural” Student Path (E)

Front Street Access (A):

Currently, the overpass does not have a dedicated sidewalk. It has a fog line and a shoulder, but not an established pedestrian path with safety features. (I.e. curbs, rumble strip, Hi-Viz markings, etc.)

The District would like to see a designate pedestrian pathway the entire length of Front Street. The only section that currently does not have this is the bridge section of Front Street. We would like to also see increased lighting.

214/Front Street On-Ramp Crosswalk (B)

There were revision made to this intersection recently. An island was added and the pathway was altered.

The District would like to see increased lighting and more signage in the area. Other pedestrian crossings along 214 have included flashing lights.

Front Street On-Ramp Crosswalk (C)

The current configuration does not have a cross walk. It only has a single white line indicating where vehicles need to stop.

The District would like to see a dedicated crosswalk with increased signage and increased lighting. This entire area is incredibly dark and poorly lit. This is also a long crosswalk and may benefit from an island type separation if possible.

214/North Bulldog Access (D)

The HS campus has three primary entrances for the campus. This entrance requires student to cross 214. This area was updated in the past following a death that occurred while a family was crossing; an island was created.

The District would like to see an elevated pedestrian walking path that goes over 214, illuminating this dangerous crossing. 214 is a very busy and well-traveled road. This crossing is very dangerous and has already resulted in a tragedy. We are aware that elevated crossings are seldom used, but feel that this would be a huge benefit for our community and help eliminate a very dangerous crossing.

214 South Bound “Natural” Student Path (E)

As you can see from the Google Maps view, students traveling south to school do not elect to follow the provided walking paths. The “natural path” or “game trail” they choose to follow travels north along Front Street once they travel under the bridge. The District realizes that the original remodel of this area was intended to push students further south so they could either enter on North Bulldog or access the side walk on the West side of the on ramp, but this isn’t happening. Instead, students are accessing the “natural path” or “game trail” or even choosing to go directly North prior to going under the bridge and crossing the railroad tracks and then crossing across Front Street in an area where no crosswalk exists.

The District would like to see a path created along Front Street that connects to the new (yet to be created) crosswalk at the top of the on-ramp. This is the desired pathway of pedestrians. This pathway would also help discourage students from taking the path across the railroad tracks.

This entire area also needs to see an increase in lighting.

WSD Nature Path

The District recently added a walking path that connects Front Street to the crossing area at the front of the HS. Prior to this, students would either have to walk down North Bulldog or walk down the grass hill. We observed most students choosing to walk down the hill and choose to provide a walking trail, which followed the desired path. This also helped direct students to the desired safety crossing locations.

The Front Street access points are very critical pathways for our pedestrians. With much of Woodburn’s affordable housing being located within two miles of the HS a large percentage of our students use the Front Street and the 214 access points as the primary way to get to and from campus. Safe access points with an abundance of lighting is crucial to their safety. The District has participated in surveys and focus groups in the past where these concerns have been brought up.

Reference Map

