



**(BPAC) Bicycle & Pedestrian Advisory Committee Meeting Minutes  
FEBRUARY 2018 Meeting**

The Bicycle & Pedestrian Advisory Committee (BPAC) met on Wednesday, February 7, 2018 @ 5:30 p.m. at the Government Office Building, Room 306. **Attendance:**

<b>Members</b>	<b>Term Expiration</b>	<b>Attendance</b>
Matt Drew, Committee Member	7/31/2018	
Sandy Pope,		
John Foley, Committee Member	7/31/2018	
Marion Keenan, Committee Member	12/31/2017	
Jeremy Kirkendall, Chairperson	3/31/2018	✓
Mary Buffington		✓
Jean Schrecengost		✓
<b>City Council</b>		
Jack Heath, Council Liaison		
<b>Staff Support</b>		
Anne Roane, Dept. Infrastructure and Development		✓

1. Meeting was opened at 5:30 pm.
2. Agenda for February BPAC meeting was distributed.
3. Minutes from January were tabled due to lack of quorum.

**4. Old Business**

- Salisbury Bike Master Plan:
  - Wayfinding
    - *No further updates.*
- North East Collector Hike & Bike:
  - *No further updates.*
- Bicycle Master Plan Implementation
  - *Rail Trail – Working with City GIS and Consultant on site analysis, planning a site visit later when the weather permits*
  - *FY-18*
    - *\$150,000 Engineering/Design*
    - *\$611,500 Construction*
    - *Requesting two additional Scopes of Work for Cycle Tracks*
- Annual Report
  - *Bicycle Friendly Community (BFC) Application Review*



City of  
**Salisbury**  
Jacob R. Day, Mayor

- Development Regulations
  - No update
- FY-18 Plans & Priorities
- Bike Share-Mayor's Office developing signage package
- Bike Friendly Merchant Program
- Digital Message Board PSA's
- Bike Parking Ordinance
- Lower Speed Limits
- Bike Friendly Storm Drain Grate
- Bike Rack Mapping and Expansion
- City Bicycling Website
- Bike Ambassador Program
- Bike Friendly Driver Program
- Data Base

**New Business:**

5. Next Meeting-The next BPAC meeting is scheduled for Wednesday, March 14, 2018 at 5:30 PM and will be held the Government Office Building, Room 306.

If there are any corrections to the Meeting Minutes, please notify Anne Roane.