

This is the view that drivers turning left onto OKW have of approaching traffic.

There are no road markings guiding approaching vehicles to the correct lane, and indicating to those at the Stop/Yield, that the approaching vehicles are in a lane which passes outside the acceleration lane from the Stop/Yield. Drivers therefore are stopping until all traffic has passed, causing traffic build-ups.

On the other side of OKW at Steenberg Rd there are road markings to guide traffic to the correct lanes (see below).

As noted in the Zoom meeting by C Parker, the left turn should have a Yield sign, not a Stop sign.





To prevent traffic build-up at the stop street, it is proposed :-

- 1) That road markings, as highlighted in yellow, are added to guide traffic, approaching from Kommetjie, to keep away from the Silvermine Rd intersection acceleration lane, and to allow traffic at the Stop/Yield intersection to see the line that oncoming traffic are required to follow, and to demarcate the left turn acceleration lane, and
- 2) Change the Left turn from a Stop to a Yield. The right turn would remain a Stop.



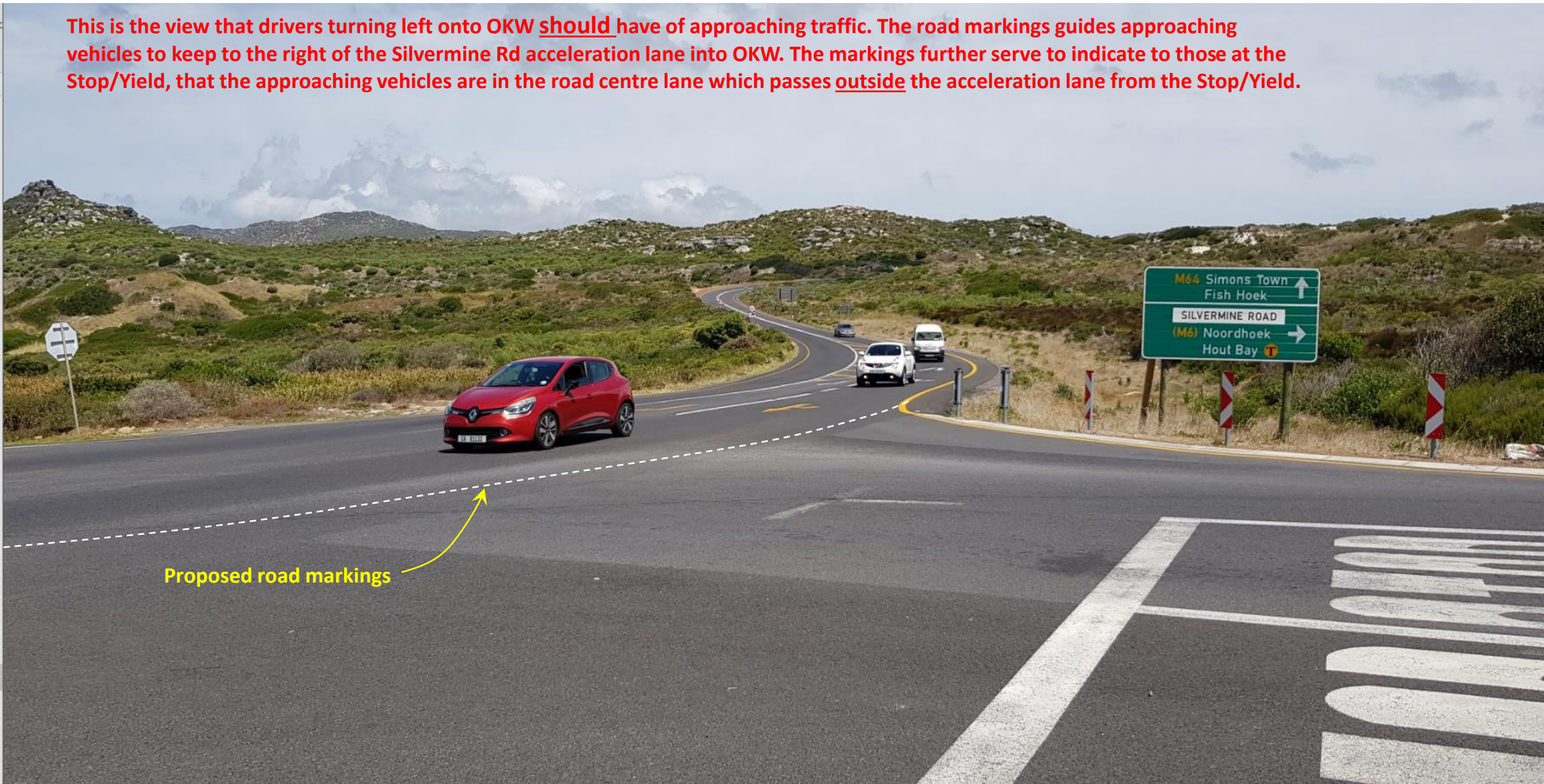


Note the road markings in the centre of the OKW/Steenberg Rd intersection, which guides traffic & prevents lane cross-overs. This is what is suggested for the OKW/Steenberg Rd intersection.





This is the view that drivers turning left onto OKW should have of approaching traffic. The road markings guides approaching vehicles to keep to the right of the Silvermine Rd acceleration lane into OKW. The markings further serve to indicate to those at the Stop/Yield, that the approaching vehicles are in the road centre lane which passes outside the acceleration lane from the Stop/Yield.



Proposed road markings



Note that this vehicle approached from Komm direction (see previous page) and has moved into the Silvermine Rd acceleration lane. This would not occur if the lanes were marked as proposed.

Proposed road markings

It is proposed that the left turn is changed from a Stop to a Yield

