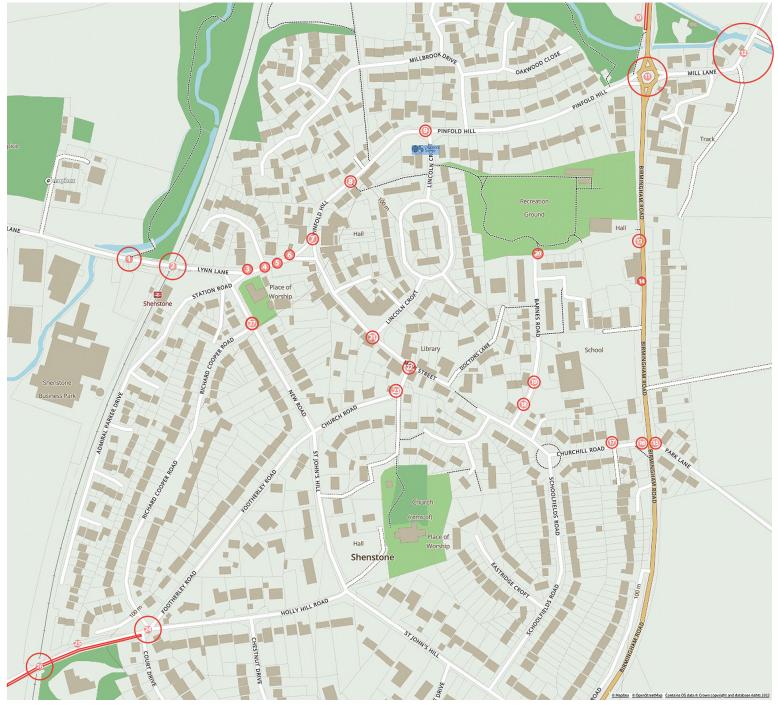
SHENSTONE VILLAGE: Perceived Traffic Hazards



KEY: D Perceived Traffic Hazard Areas

1	Dangerous crossing due to speed & low visibility over bridge.	7	Dangerous crossing due to vehicle speed & low visibility.	13	Low visibility at pub entrance/exit.	19	Parking congestion makes crossing to school entrance hazardous.	25	Lack of pavement is an impediment to pedestrian access to green walks.
2	Narrow pavement over bridge. Traffic calming needed.	8	Accident site. Speed restrictions needed to make crossing to footpath safer.	14	Narrow pavement. Especially dangerous for pushchair/wheelchair users.	20	Lack of visibility at road corner for pedestrians. Mirror may be needed.	26	High vehicle speeds + narrow bridge cause cycle & pedestrian hazards here.
3	Narrow pavement / lack of space at bus stop.	9	Dangerous, low visibility crossing. High vehicle speeds. Blind bend.	15	Lack of visibility at road corner for pedestrians. Mirror may be needed.	21	On road / pavement parking causes crossing hazards for pedestrians.	27	Parking on New Road can cause congestion & speeding at the junction with Richard cooper Road.
4	Blind spot. High vehicle speeds. Traffic calming needed after bridge.	10	Narrow pavement. Especially dangerous for pushchair/wheelchair users. High vehicle speeds.	16	Parking congestion on double yellow lines makes turning hazardous.	22	On road / pavement parking + narrow turning causes hazards.		
5	Accident site. Safer crossing point needed for children & older residents.	11	Crossing points too close to island.	17	Turning delivery lorries & agricultural vehicles makes area hazardous.	23	High vehicle speeds, tight bend and narrow road cause hazards in this area.		
6	Dangerous crossing due to vehicle speeds & low visibility.	12	Access to potential green walk impeded by lack of pavement. National speed limit close to public footpath entrance	18	Parking congestion makes crossing to nursery entrance hazardous.	24	High speeds, agricultural vehicles & low visibility over bridge cause hazards here.		