## Intersection Design Principles

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- Limit Number of Conflict Points
- Coordinate Design and Traffic Control
- Avoid Complex Maneuvers
- Separate Conflict Points
- Favor Major Flows
- Segregate Movements
- Accommodate Pedestrians and Bicyclists
- Determine Design Vehicle
- Utilize Auto Turn to Verify Vehicle Turning Movement ${ }^{*}$
- Consider a Roundabout Design

Intersection design principles are as follows:

- Limit the number of conflict points. The number of conflict points among vehicular movements increases significantly as the number of intersection legs increase. For example, an intersection with four two-way legs has 32 total conflict points, but an intersection with six two-way legs has 172 conflict points. Intersections with more than four two-way legs should be avoided wherever possible.


FIGURE 2-1 CONFLICT POINTS
Source: Transportation Research Board, Access Management Manual

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[^0]:    *Rev. 1/14

