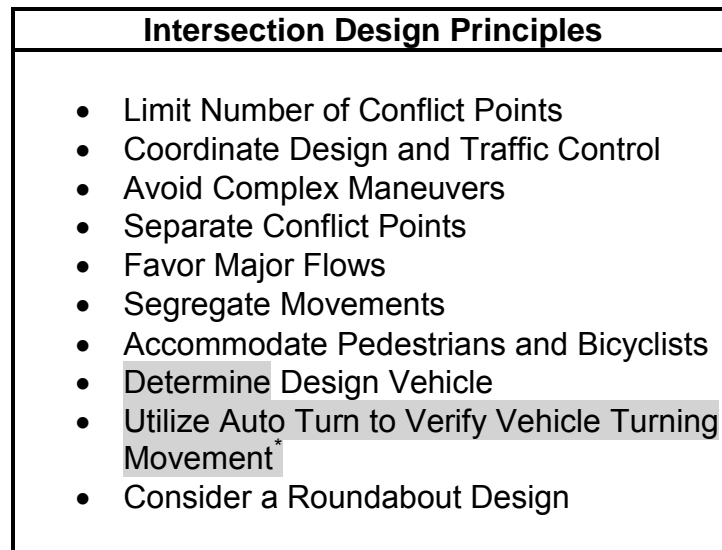
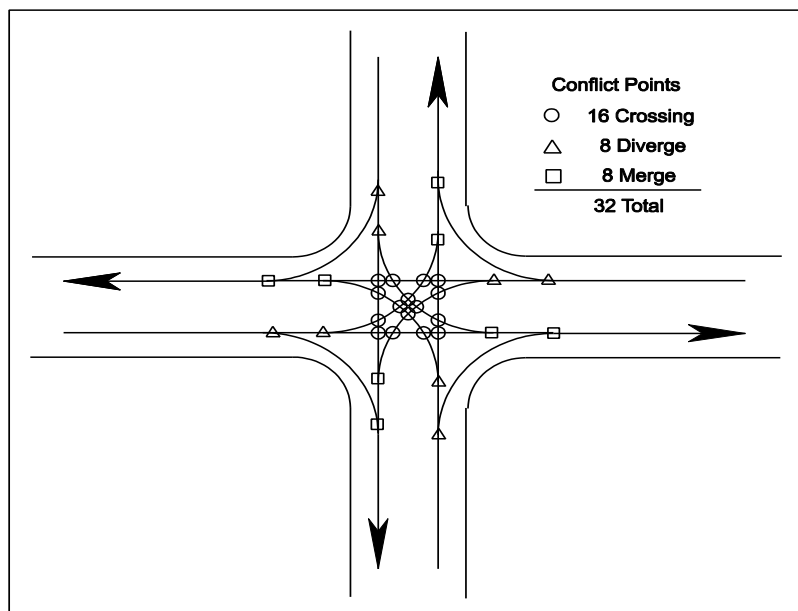


## Intersection Design Principles



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*

\* Rev. 1/14