

City of Port St. Lucie PUBLIC WORKS DEPARTMENT



Accredited Agency - American Public Works Association

MEMORANDUM

TO: Bethany Grubbs - Planner II , Planning & Zoning
FROM: Diana Spriggs, P.E. - Regulatory Division Director, Public Works
DATE: November 21, 2022
SUBJECT: P21-237 Gatlin Pointe Phase II - Special Exception Use Traffic Generation, Stacking & Circulation Approval

This application and Traffic Report prepared by MacKenzie Engineering & Planning, Inc. dated August 23, 2022 has been reviewed by the Public Works Department and the transportation elements of the project were found to be in compliance with the adopted level of service and requirements of Chapter 156 of City Code, and Public Works Policy 19-01pwd.

The proposed Phase II development anticipates generating 218 PM Peak hour driveway trips divided over 2 existing driveways. They proposed to install a right turn lane along Gatlin Boulevard at the existing driveway that was constructed with Phase I.

A condition of approval would be to require that the right turn lane is in fact installed with this Phase II development.

The Queuing Analysis prepared by MacKenzie Engineering & Planning, Inc. dated July 14, 2022, has been reviewed by the Public Works Department and the stacking concerns have been satisfied for the proposed drive thru lanes. Per City of Port St. Lucie Engineering Standards, a minimum of 8 spaces are required in the queue from the pick up window. The analysis provided based on other similar type establishments during their peak hours showed a need for a minimum of 7 spaces from the menu order boards. The menu order boards were removed from the Conceptual plan for this site as the proposed uses would be only for picking up food already ordered. There will not be the ability to order in the drive thru lane on this site. It was determined that providing 10 queuing spaces from the pick up window is sufficient for the peak hour and will be contained within the site without causing traffic concerns on surrounding City roadways.