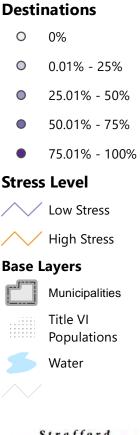


LEVEL? TRAFFIC STRESS

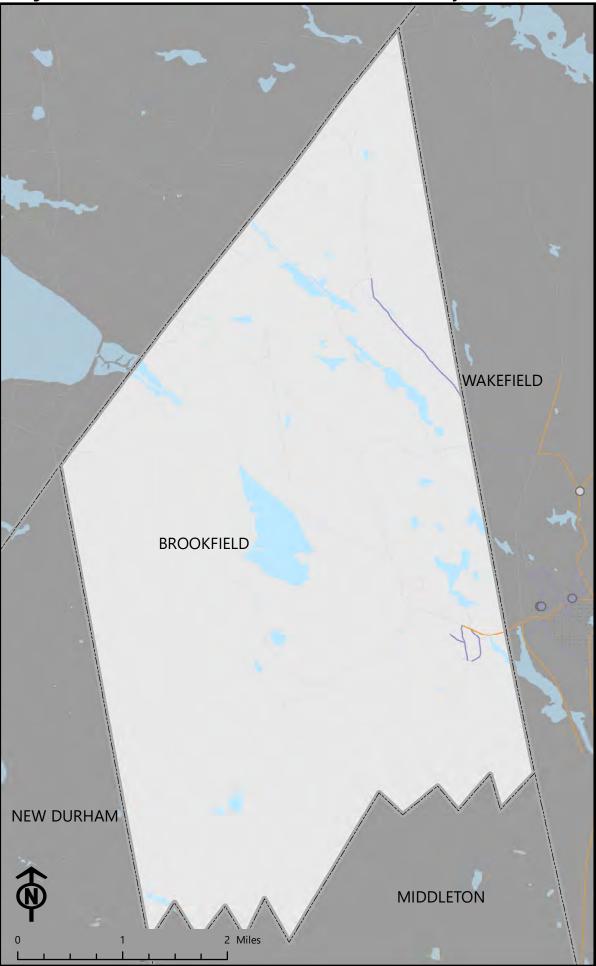
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend Accessibility of





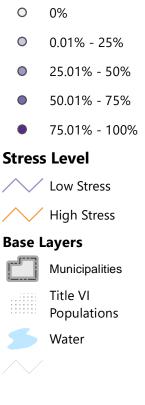


# LEVEL? TRAFFIC STRESS

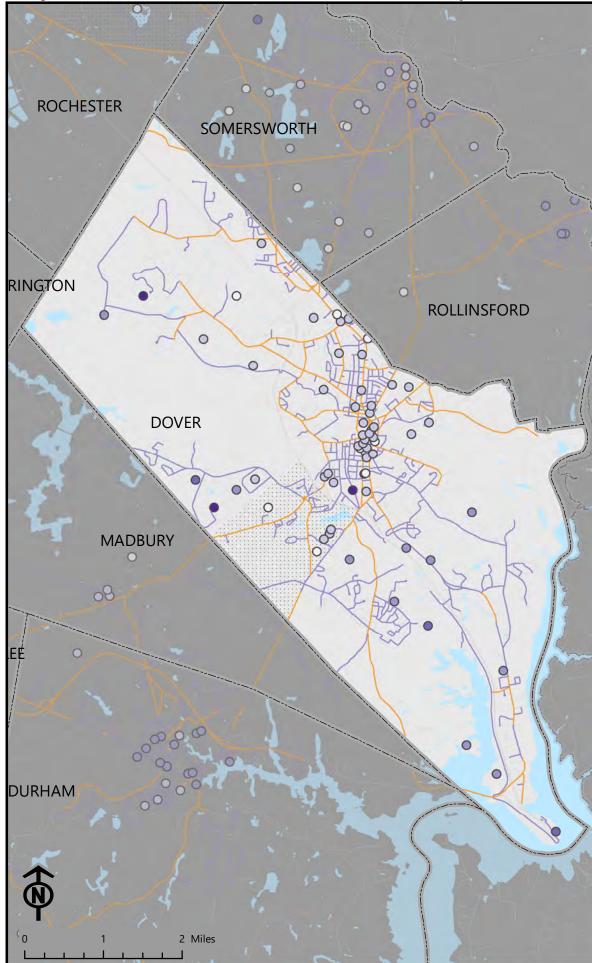
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

## Legend





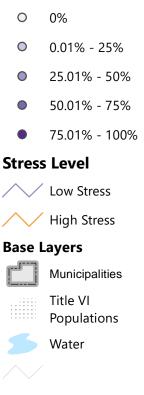


LEVEL! TRAFFIC STRESS

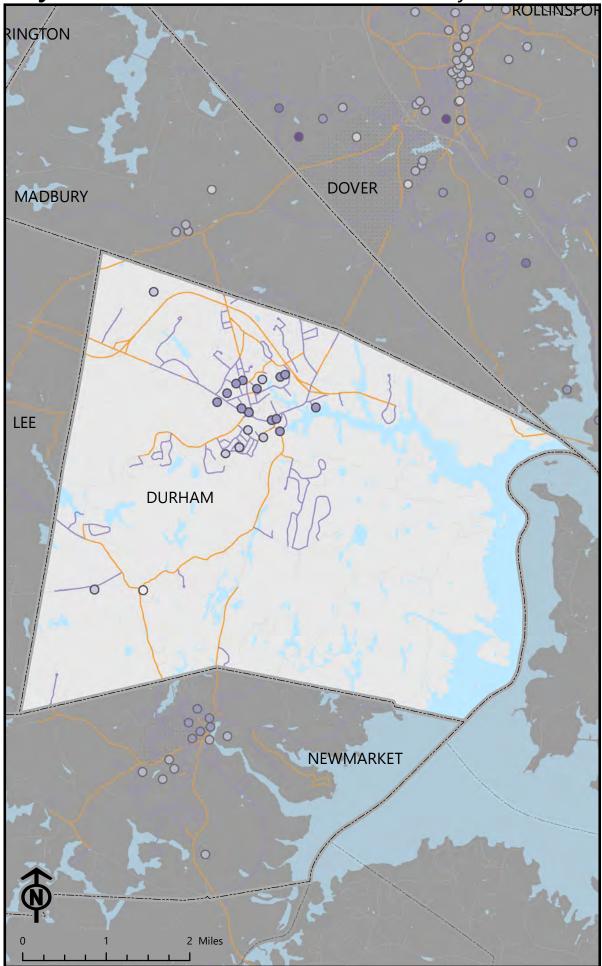
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend





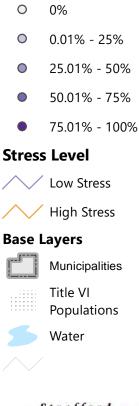




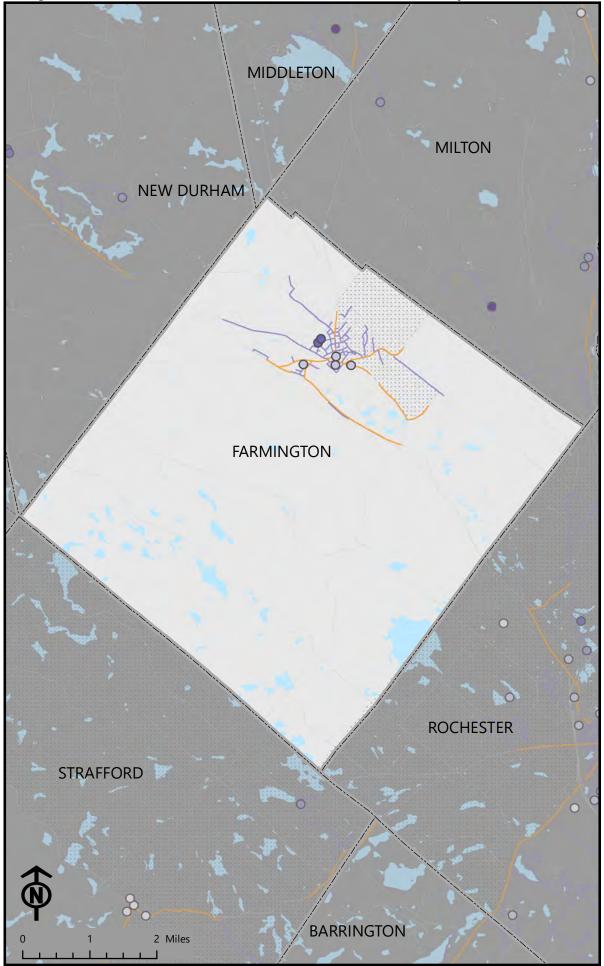
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

# Legend









The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

# Legend



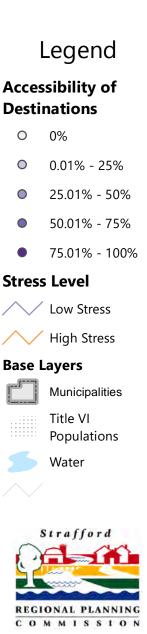


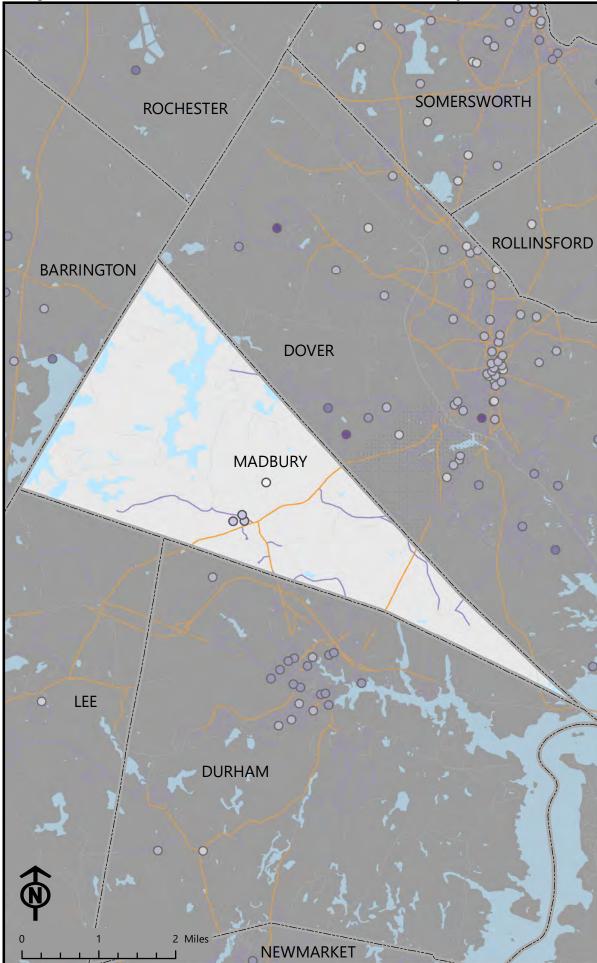




The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.



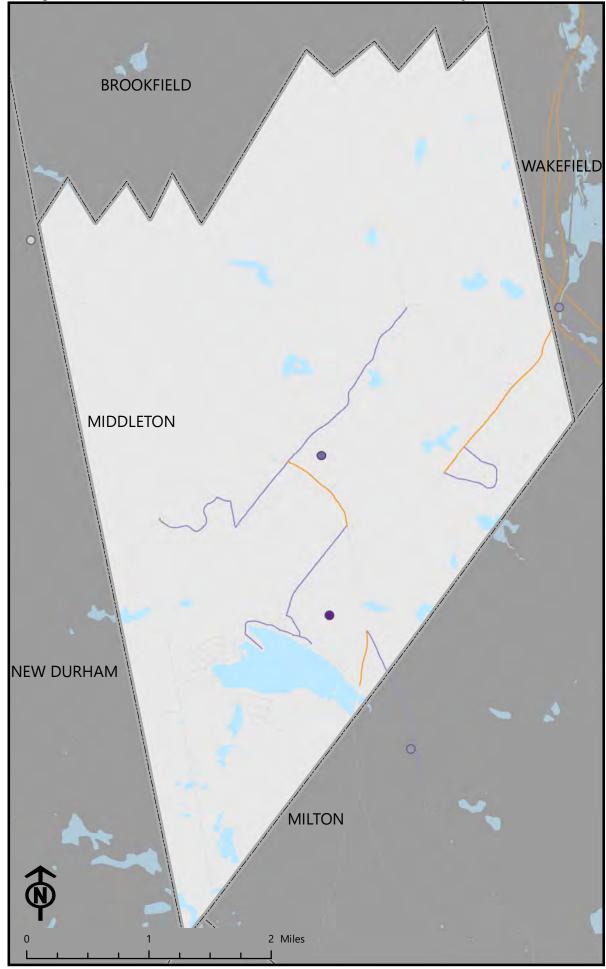


LEVEL? TRAFFIC STRESS

The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend Accessibility of Destinations 0 0% $\bigcirc$ 0.01% - 25% $\bigcirc$ 25.01% - 50% 50.01% - 75% 75.01% - 100% **Stress Level** Low Stress **High Stress Base Layers** Municipalities Title VI Populations Water Strafford **REGIONAL PLANNING** COMMISSION



#### LEVEL<sup>9</sup> TRAFFIC STRESS The accessibility of destinations is the percent of blocks

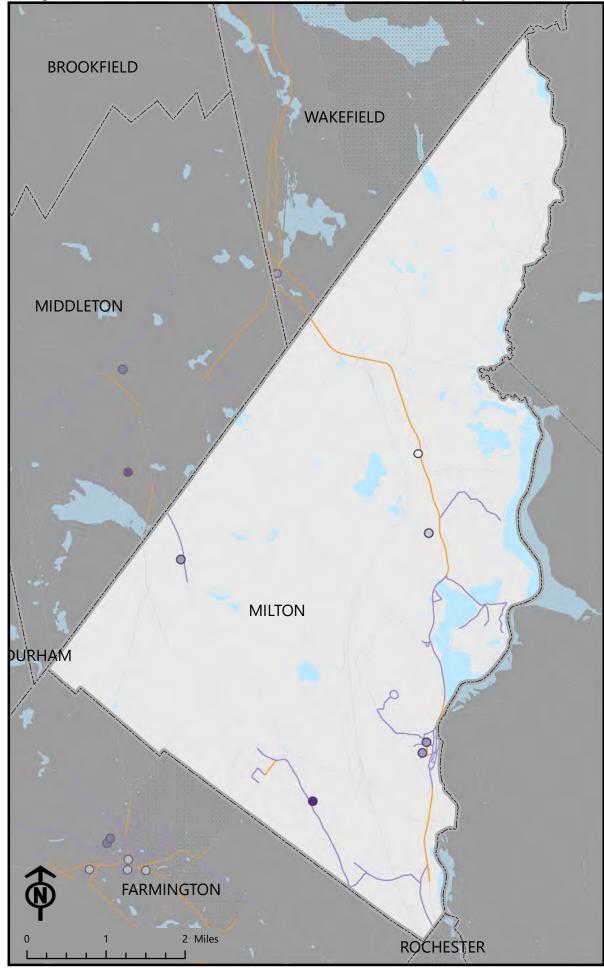
within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend





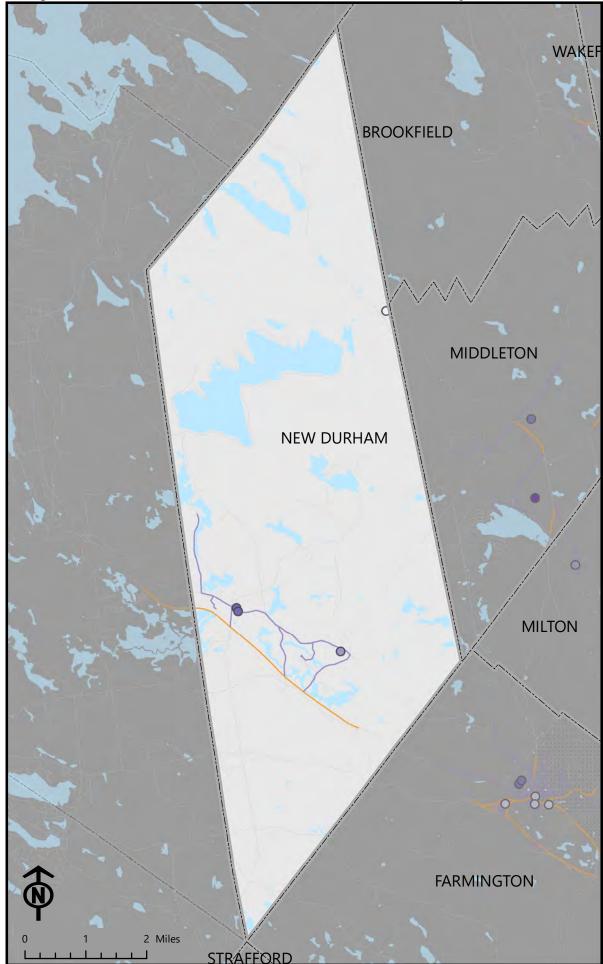




The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend Accessibility of Destinations 0 0% $\bigcirc$ 0.01% - 25% $\bigcirc$ 25.01% - 50% 50.01% - 75% 75.01% - 100% **Stress Level** Low Stress **High Stress Base Layers** Municipalities Title VI Populations Water Strafford **REGIONAL PLANNING** COMMISSION





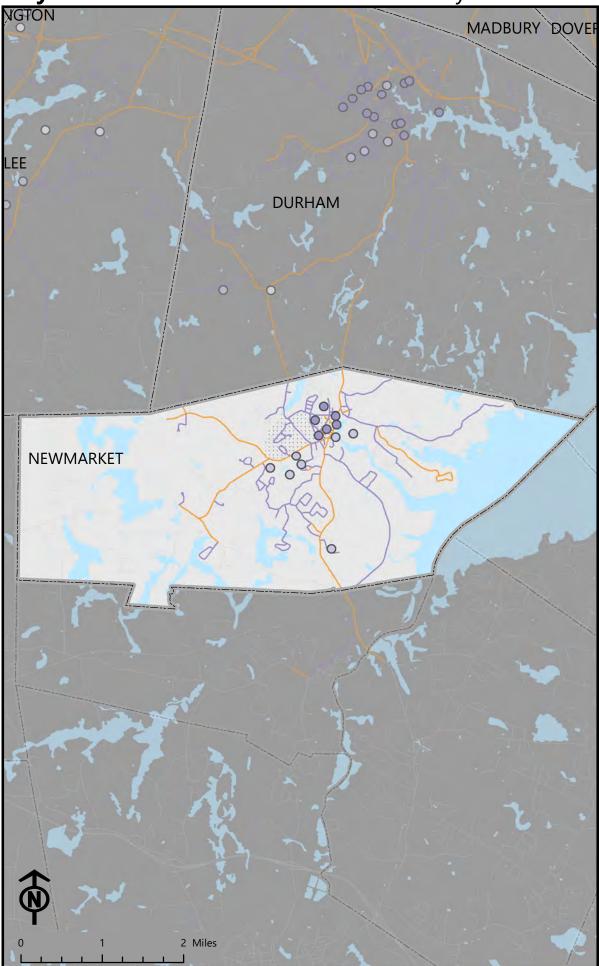
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.











The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend Accessibility of **Destinations** 0 0% 0.01% - 25% $\bigcirc$ $\bigcirc$ 25.01% - 50% 50.01% - 75% 75.01% - 100% **Stress Level** Low Stress **High Stress Base Layers** Municipalities Title VI Populations Water Strafford **REGIONAL PLANNING** COMMISSION

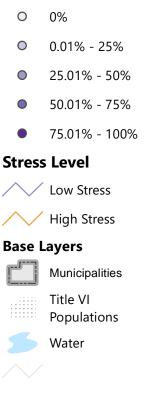




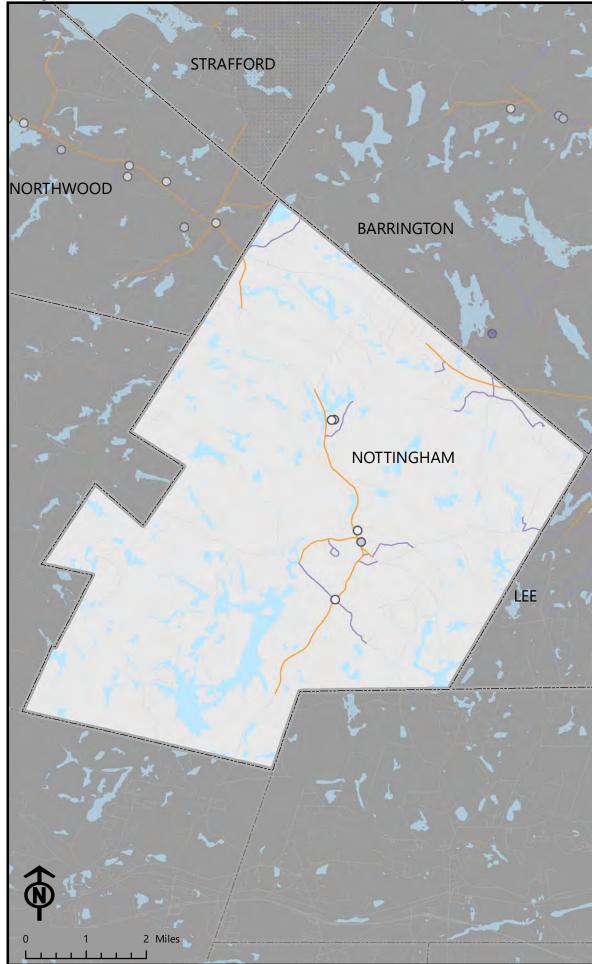
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

# Legend









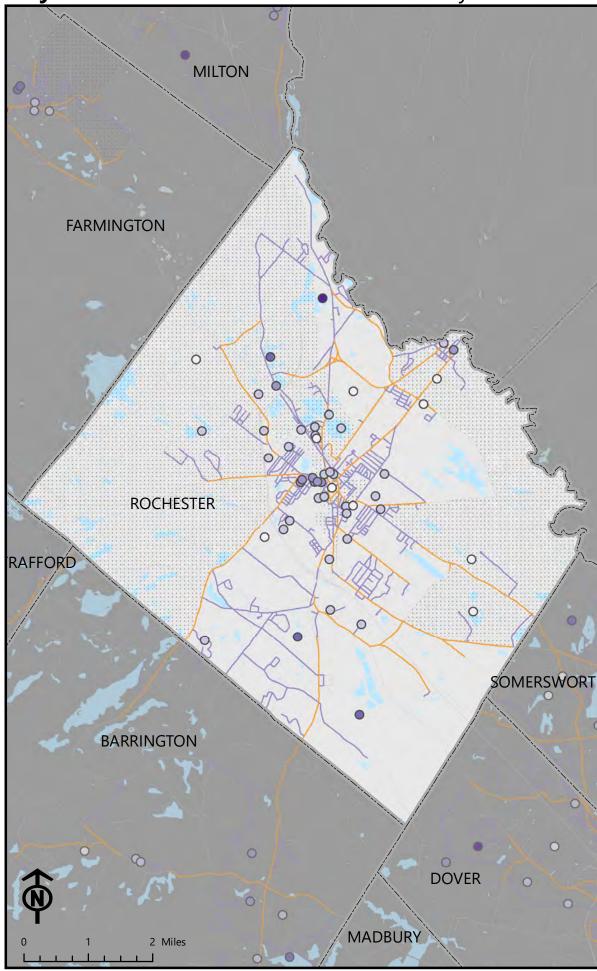
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

# Legend Accessibility of Destinations 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 </t

High Stress
Base Layers
Municipalities
Title VI
Populations
Water



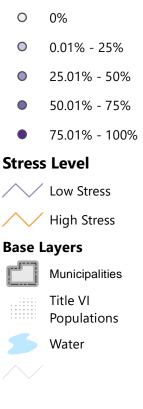




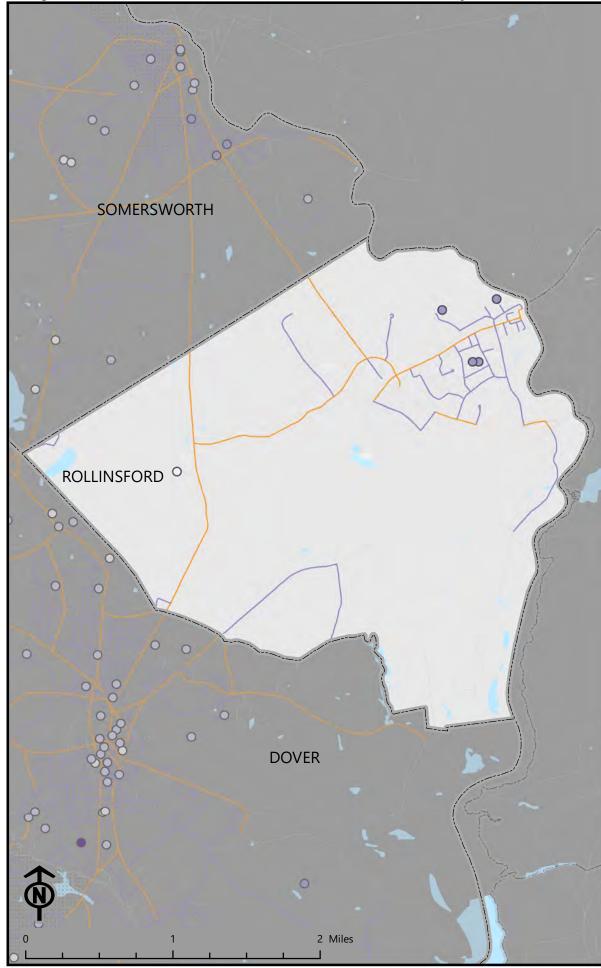
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

## Legend







LEVEL? TRAFFIC STRESS

> The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

#### Legend Accessibility of Destinations 0 0% $\bigcirc$ 0.01% - 25% $\bigcirc$ 25.01% - 50% 50.01% - 75% 75.01% - 100% **Stress Level** Low Stress **High Stress Base Layers** Municipalities Title VI Populations Water Strafford

REGIONAL PLANNING

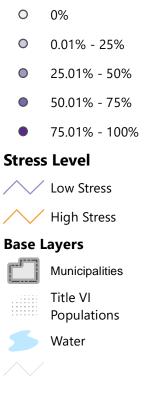




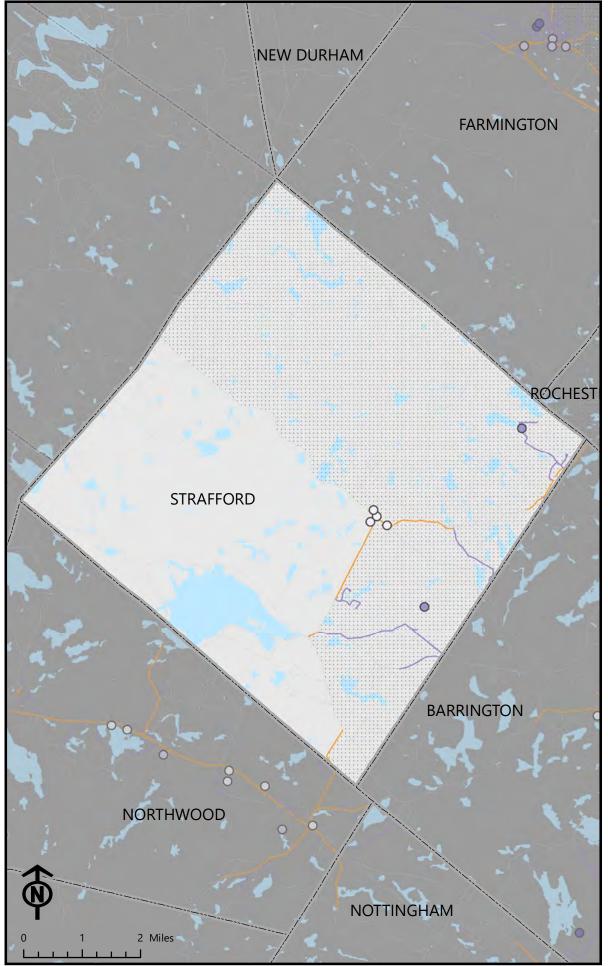
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

## Legend





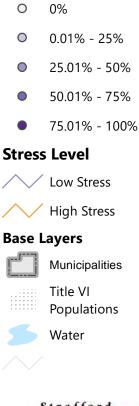




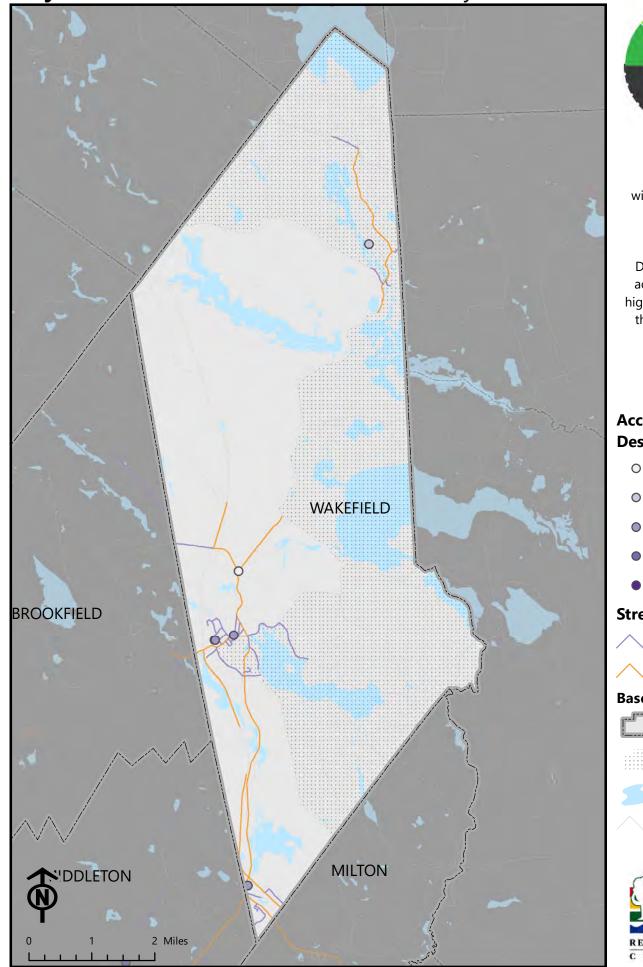
The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

### Legend Accessibility of Destinations







LEVEL? TRAFFIC STRESS

The accessibility of destinations is the percent of blocks within 2 miles that are accessible on low stress roads.

Destinations that are accessible will have a higher percent of blocks that can access them.

## Legend

