

**SAVANNAH PARKING AND TRANSPORTATION ANALYSIS  
FOR THE CITY OF SAVANNAH, GA  
IN COLLABORATION WITH SOTTILE & SOTTILE**

**HPE RESPONSIBILITY:**

Reviewed downtown Savannah to potentially increase available on-street parking, maximize existing parking and improve comfort level for pedestrians and bicyclists. Recommendations were provided for three pilot areas based on context with potential application to other areas within the city of similar context.

**CLIENT'S NAME & ADDRESS:**

Lise Sundrla  
Executive Director  
Savannah Development & Renewal Authority  
518 Martin Luther King, Jr. Blvd.  
Savannah, Georgia 31401  
Phone: (912) 651-6973  
email: Lise\_Sundrla@sdra.net



**Three Pilot Study Areas**

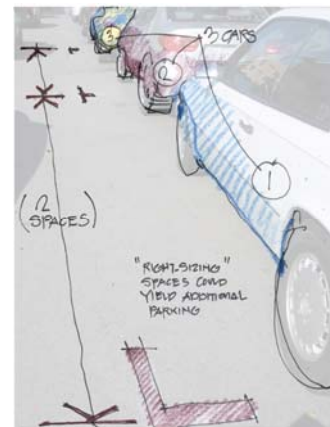
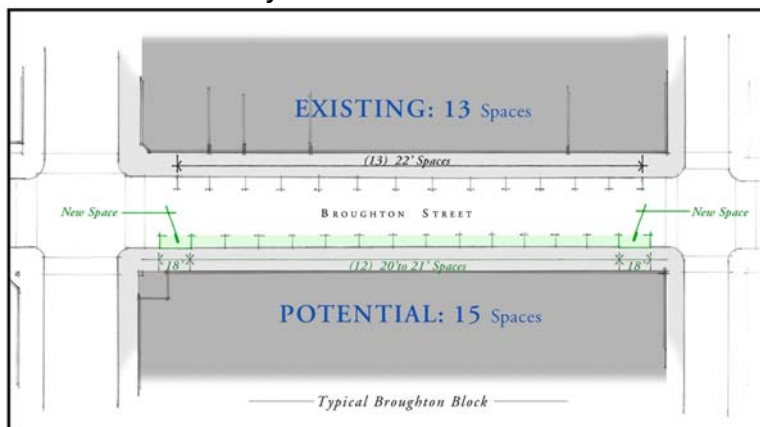
Hall Planning & Engineering, Inc. performed a field review and analysis of on-street parking for downtown Savannah to develop recommendations for optimizing this asset for the City's Central Business District. A major goal was to balance vehicular traffic mobility and the excellent pedestrian mobility, for which Savannah is internationally known, by maintaining its compact urban form.

HPE's analysis also included application of the HPE "Walkability Index" to gauge pedestrian comfort resulting from existing conditions.

Results included the following:

- Identification of areas for additional on-street parking
- Augmentation to Georgia State Code with parking requirements appropriate for urban, walkable places
- Recommendations for optimal parking operations, management and pricing

HPE's conclusions resulted in a net gain of 35-45 parking spaces within the three pilot locations: Broughton Street, Johnson Square and Oglethorpe Square. These recommendations will further promote a friendly and safe environment for the City's pedestrians and bicyclists. HPE also provided strategies to increase parking turnover through improved operations and pricing.



**Broughton Street Increased Parking Strategy – Consistent and Appropriate Stall Size  
Illustration Prepared by Sottile & Sottile**