

SMCC Infrastructure Projects Survey August 2024 Categorized Comments

Traffic/Roads/Transportation – Bike Focus

Item	Total # Comments
Remove bike lanes on Mission Village & Gramercy	8
Remove bike lanes on Mission Village	1
Stop taking away traffic lanes to add bike lanes	3
Remove bike lanes	4
Remove bike lanes on Sandrock	1
Issues with bike lanes on Mission Village/Gramercy (certain times of day & Snapdragon events)	1
Concerns about impacts of removal of lanes on Mission Village	1
More bike lanes	1
Extend bike lanes along Gramercy	1
Safer bike infrastructure at Aero/Ruffin intersection	1

Traffic/Roads/Transportation – General (all Serra Mesa)

Item	Total # Comments
More parking needed for apartments	1
New residential provide more parking	1
Allow for night public parking at buildings used only during the day	1
Enforce parking regulations	1
Provide road space when adding apartments	1
Fix streets	5
Street repaving	1
Roundabouts when possible (e.g., Aero/Ruffin, Aero/Sandrock, etc.)	1
Make all street corners accessible (e.g., Ruffin/Success)	2
Sidewalk repair	1
Monthly Street Sweeping on major roads (enforcement no parking)	1
Regular street sweeping	1
Clean up alleys and sidewalks	1
Improve bus stops (seating/shade canopies)	1
Storm drain project (canyon areas with sinkhole potential)	1
Stop traffic from Mission Valley area	1
Stop lights caused more traffic	2
Focus on walkable community (safe pedestrian & bike paths)	1
Divert nonessential traffic; residential should not be shortcut/thoroughfare)	1

Traffic/Roads/Transportation – Individual Streets (alphabetical by street name)

Item	Total # Comments
Afton traffic calming	1
Assess Afton parking	1
Improve drainage at Afton/Aero	1
Birdland - Hospitals & condos address traffic issues	1
Pave Cardinal	23
Don't widen Cardinal	18
Paint Cardinal Rd red	1
4-way stop sign & install speed bumps on Cardinal & Finch	1
Stop sign at Earhart & Mobley	1
Complete Franklin Ridge Rd connection from Civita to Serra Mesa	1
Speed bumps or traffic control at Galad and Encino	1
Remove weeds & debris at Genesee/163	1
Pave Genesee under 163	1
Require Sharp 2020 Genesee to provide staff parking	1
Check speed on Greyling	1
Stop sign or light at Greyling/Pinecrest	2
Storm drain improvements on Hammond	1
Traffic calming near Hammond/Ediwhar	3
Stop sign Hammond/Ediwhar	1
Traffic calming on Hammond (e.g., speed, speed humps, etc.)	3
Improved traffic signaling at Hammond/Glencolum	1
Stop sign at Keir & Larkin	1
Repair exit driveway at Post Office at Larkdale	1
More speed bumps on Marathon & Melbourne (more speeding and traffic result of MV one lane)	1
4-way stop at Marathon/Fermi	1
Redesign drop-off driveway at Juarez School on Melbourne	1
Return Mission Village to 2 lanes	2
Alleviate congestion on Mission Village (and Friars)	1
Permit right turn only from Mission Village/Ronda	1
No traffic light at Mission Village/Ronda	1
Traffic light arrows at Mission Village/Shawn	1
Deep sewer caps at Mission Village/Fermi	1
Clear brush on Mission Village between Friars & Ronda	2
Concern about more traffic on Mission Village, Ruffin, & SDSU after completion of projects	1
Improve synchronization of traffic signals on Mission Village Dr	1
Widen southbound & northbound ramps off & on Mission Village Dr	1
Add more merge signing on Friars at Mission Village Dr	1
Comply with KEEP CLEAR at Murray Ridge North/Converse intersection	1
Traffic calming on Murray Ridge	1
Adjustment to traffic lights on Murray Ridge	1
Crosswalk at Murray Ridge & Harjoan	1
Stop sign at Ronda/Raymell	1
Add parking lines on Ruffin	1
No parking at corner of Ruffin/Success	1
Redesign Ruffin (safety needs) - add bike lane barriers, 1 lane, diagonal parking	1
Parking on Ruffin terrible	1

Public Services/Spaces

Item	Total # Comments
More pickleball courts	2
More fitness trails with outdoor/sheltered equipment	1
Dog Park	2
Dog park at SM Rec ballpark	1
Add shade structures to all parks	2
Modernization of library	1
Add park space	2
Plant trees	2
Find space for community gardens & provide education & events	1
Don't acquire land on Cardinal Rd for park	1
Shade at Cubberley Joint Use	1
Comfort station at Cubberley Joint Use	1
Public bathrooms at Fletcher Joint Use Park	1
New play structure fo SM Community Park	2
Clear palm trees in canyon - Marathon Dr	1
Upgrade Murray Ridge Park playground equipment	4
Improve Murray Ridge Park landscaping	1
Comfort station at Taft Joint Use	1

Construction/Commercial

Item	Total # Comments
Stop building ADUs	2
Get rid of ADUs	1
Limit on how many ADUs can be built with required parking	1
Stop building	2
More dense housing	1
Add Grocery Store	9
Add retail services	1
Add commercial shops & grocery on ground floor of apartment projects	2
Convert old shopping center site to park with open space and community amenities	1
Rezone Mission Village Dr to allow mixed use (add small retail, like Park Blvd)	1
Other half of CVS parking lot repaved	2
Community center at old library site	2
Monitor old library site; develop it	2
Turn old library site into green space	2
Guild Building - construct high school or grocery store	1

Miscellaneous

Item	Total # Comments
Finish undergrounding utilities	5
No green infrastructure projects, creates toxic settling ponds	1
Work with Snapdragon to keep trash off streets	1
Fix fence along 163	1
Fix homeless	1
Be sensitive to history of community	1
Make council meetings more accessible & return to in-person meetings	1

Outside Serra Mesa

Item	Total # Comments
Repair Kearny Mesa Rd between Armour & Convoy	1
Add pylons to protect lane on Kearny Villa & Balboa	1
Sidewalk on northside of Aero between Afton & Kearny Villa	1
Aero density projects should make infrastructure improvements on Aero	1
Feasibility study on synchronizing traffic lights between Linda Vista Rd & Murphy Canyon during peak commute times	1
Future traffic congestion from Aero Dr projects	1
Median improvements	1
Traffic violations & lack of pedestrian crosswalk at W Canyon Ave/Stonecrest Blvd; suggest roundabout or flashing crosswalk	1
Northbound onramp to 805 from Aero	1
Aero needs beautification! Add plants to medians.	1
Mission Gorge Park needs new play structure	2