

SUMMARY OF ROUNDABOUT DEBATE

PROS	CONS
Improves Safety: More than 90% reduction in fatalities; 76% reduction in injuries; 35% reduction in all crashes; slower speeds are generally safer for pedestrians; and save lives.	People generally do not like the idea prior to installation.
At a four-way intersection with a roundabout there are eight accident conflict points.	At a four-way intersection there are 32 possible conflict points between vehicles.
Reduces Congestion: Efficient during both peak hours and other times; typically less delay	There can be a lot of confusion for the driver if signage and markings are not clear.
Reduce Pollution and Fuel Use: Fewer stops and hard accelerations, less time idling; improved traffic flow for intersections that handle a high number of left turns; reduced need for storage lanes; Large trucks, like Leprino refer trucks and emergency vehicles; buses, and tractors-trailers can be accommodated. (One study showed that carbon monoxide emission were reduced by 29 percent and nitrous oxide emissions by 21 percent)	
Save Money Over time; Often no signal equipment to install, power, and maintain; smaller roundabouts may require less right of way than traditional intersections; often less pavement needed.	Roundabouts may cost more to construct but over time they save money as no mechanical equipment is needed and would not have to be serviced.
Complement other common community values with quieter operation and small town atmosphere which is more functionally and aesthetically pleasing.	
Depending on the environment and the design objectives the design speed can vary from 12 mph in residential streets, to 18 to 23 mph on arterial roads. At high speed, rural roundabouts maximum design speed are about 25 mph.	
Roundabouts control vehicle speeds on four streets simultaneously. Slower vehicle speeds (under 30 mph); Drivers have more time to judge and react to other cars or pedestrians; Advantageous to older and novice drivers; reduces the severity of crashes; keeps pedestrians safer	