8/26/24

TAMC Board of Directors,

It has been <u>four months</u> since the TAMC Board voted unanimously in April, to recommend that Caltrans install AI Adaptive Signal Controls at all 9 intersections along this Hwy 68 corridor to determine how it will impact the traffic flow and clarify if this new technology will be a better solution than 9 roundabouts. I understand that Caltrans District 5 has been working with Caltrans headquarters and the product vendors, to determine which is the best system to use in this application and what the existing Caltrans budget would allow. The total cost for 9 intersections is still reported to be in the range of \$400-600K depending on which vendor is selected, which is much less than the \$200 Million for the originally proposed roundabouts.

What is the current status of the AI Adaptive Signal Controls decision and installation and is it being delayed by the lack of Caltrans funds or by the decision-making process of Caltrans? While I understand that TAMC would prefer that the project be funded by Caltrans, is the Board willing to approve the use of a portion of Measure X funds, that are currently available for this project, to fund this AI Adaptive installation? Has the TAMC staff communicated with the Board to ask for approval of funds for this Adaptive Signal project?

While similar Adaptive Signal projects are being currently installed in neighboring counties to take advantage of this technology to help in traffic relief, emission reduction and increased safety, Hwy 68 is still waiting for it to be used to immediately help the local community. Why is that happening and what is the reason for the delay? Seems like a simple question to ask and answer, when the TAMC Board has made it abundantly clear that it wants the technology at all 9 intersections ASAP.

I urge the TAMC Board and Staff to work together with Caltrans to clarify the funding status and to supply the necessary funds to immediately move this project forward if Caltrans does not have the funds.

Thank you,

Dwight Stump