



THE GOOD STREET DESIGN

Torsten Perner, 24.09.2026





A good place is like a good party:
People stay longer than necessary
because they are enjoying themselves.

Jan Gehl

FINDING BALANCE BETWEEN PLACE & FLOW AT ALL LEVELS



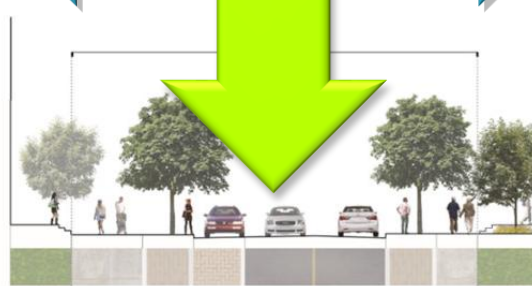
**Place
(staying)**



Network level



**Flow
(going)**



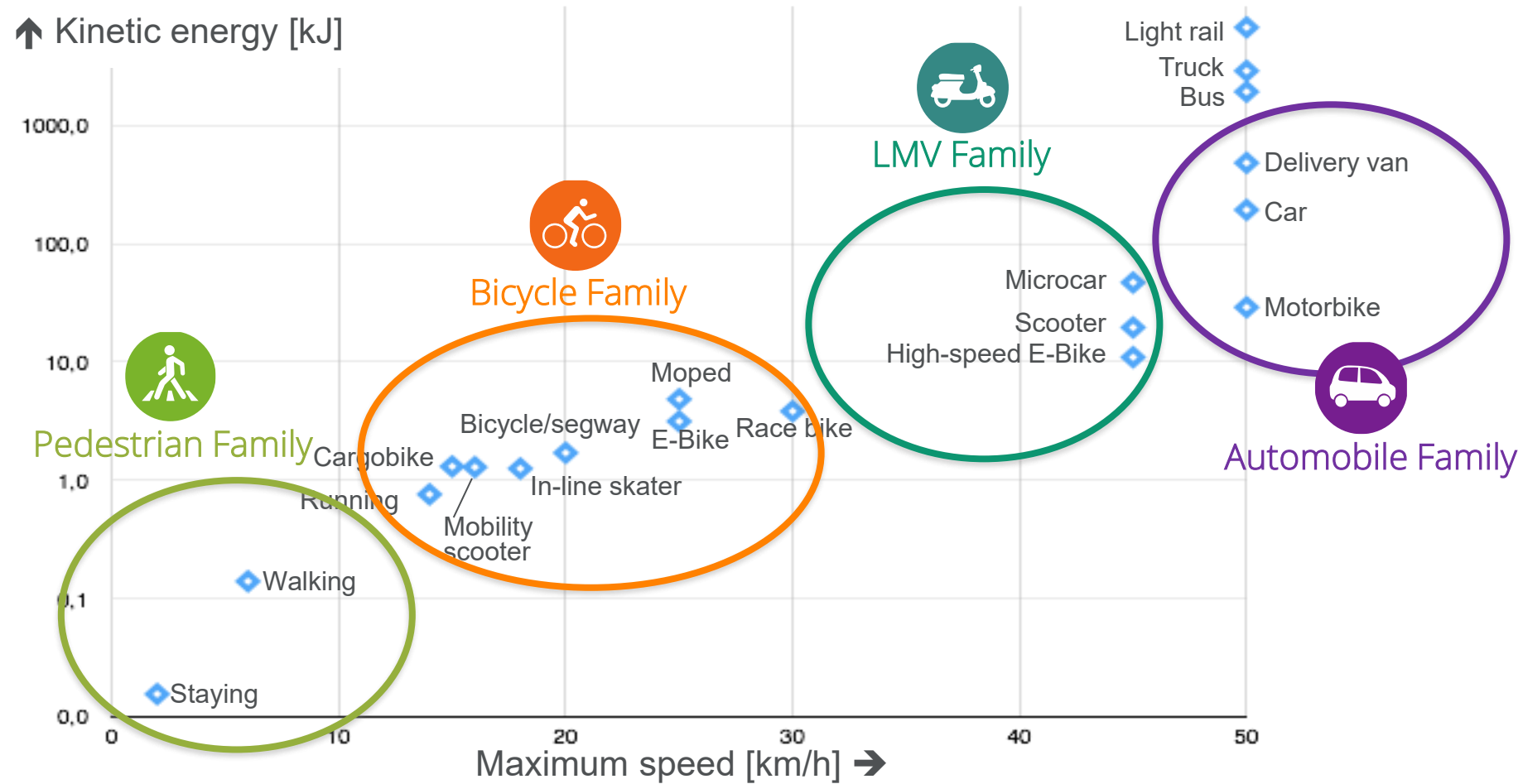
Street level



MORE AND MORE DIFFERENT VEHICLES IN THE SAME SPACE



A LITTLE PHYSICS: VEHICLE FAMILIES



$$E = \frac{1}{2}mv^2$$

m = mass

v = velocity

VEHICLE FAMILIES?



VEHICLE FAMILIES AND VEHICLE TYPES

Vehicle Family	OPERATING SPEED					
	0-10 km/h	10-20 km/h	20-30 km/h	30-40 km/h	40-50 km/h	>50 km/h
 A "Pedestrians"	A5 walking	A10 jogging				
 B "Bicycles" < ~ 35 kg		B10 bicycle scooter hoverboard e-skates	B20 e-bike e-scooter monowheel	B30 speed pedelec, race-bicycle		
 C "LMV" < ~ 350 kg		C10 cargo bike bicycle "bus" Segway	C20 e-cargo bike mobility scooter micro-car light		C40 moped micro-car small NEV	C50+ motorcycle motorscooter
 D "Cars" < ~ 3500 kg					D40 large NEV	D50+ car delivery van
 E "Lorries" > ~ 3500 kg						E50+ truck lorries bus
 F Rail vehicles						F50+ tram light rail

VEHICLE FAMILIES AND VEHICLE TYPES



A10

Pedestrian



B20

Bicycle



B40

Speed-pedelec



C30

E-cargo bike

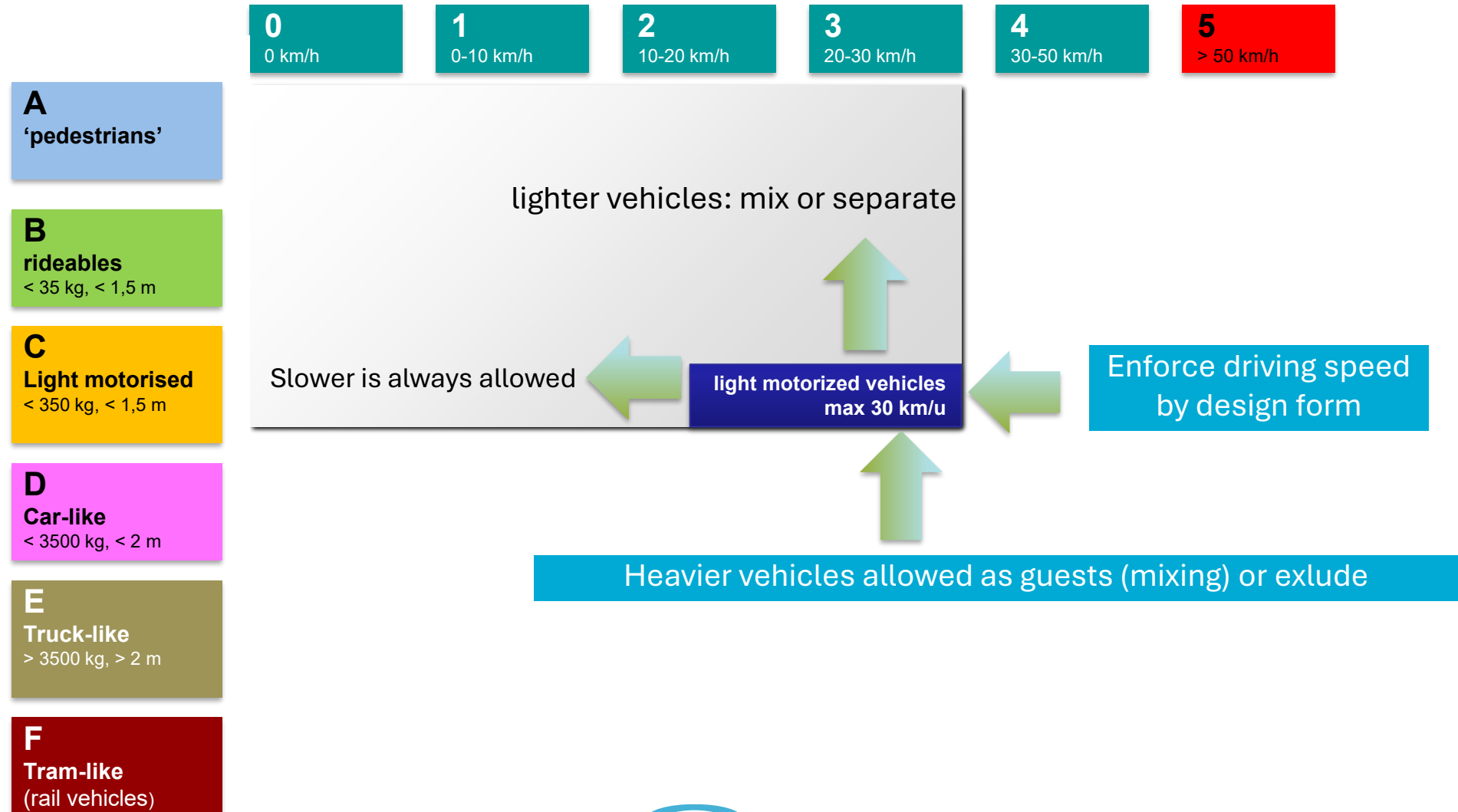


D50+

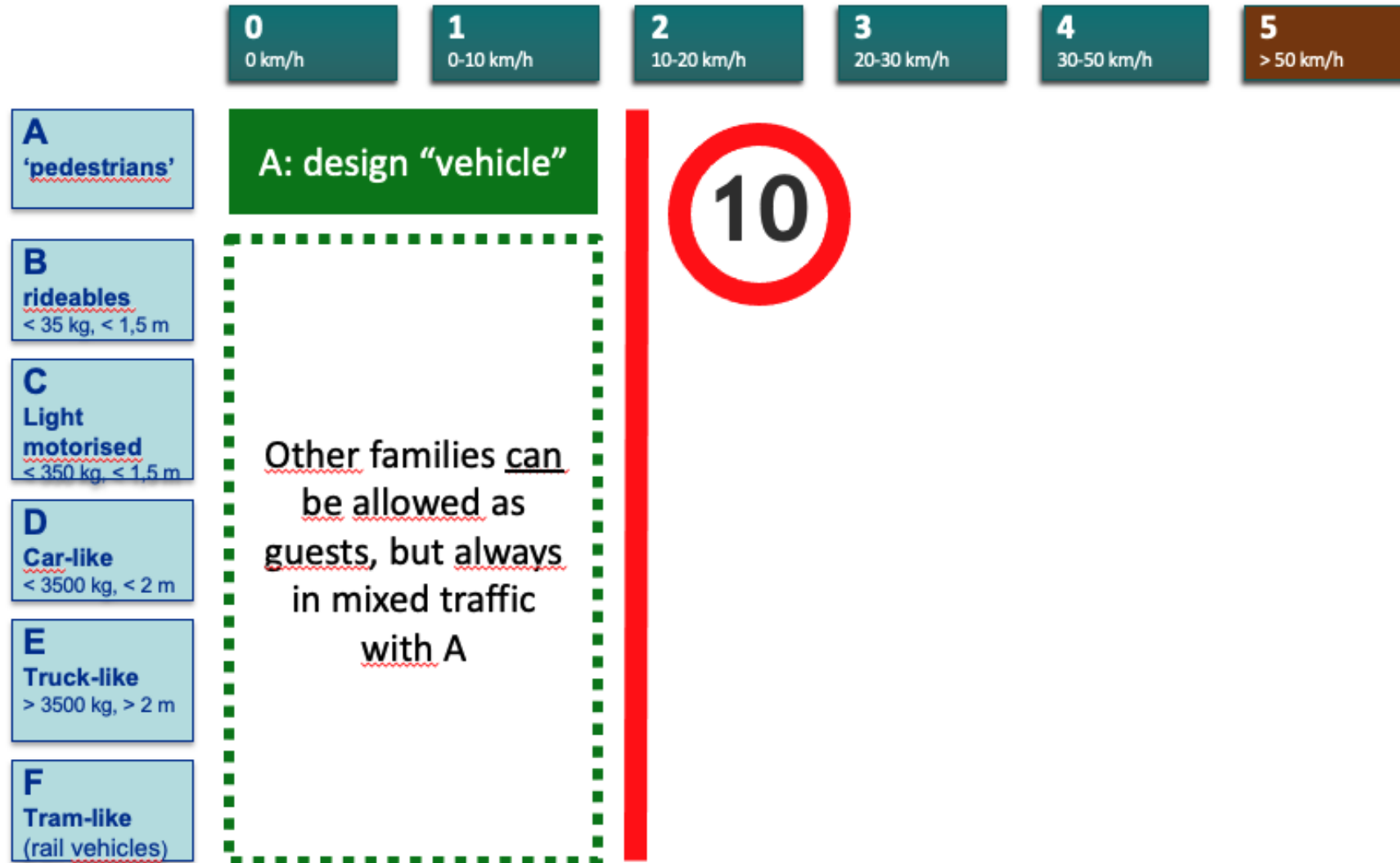
Car



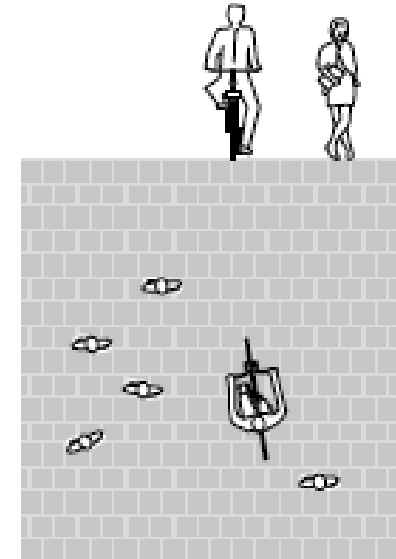
COMPATIBLE VEHICLE FAMILIES AND SPEEDS



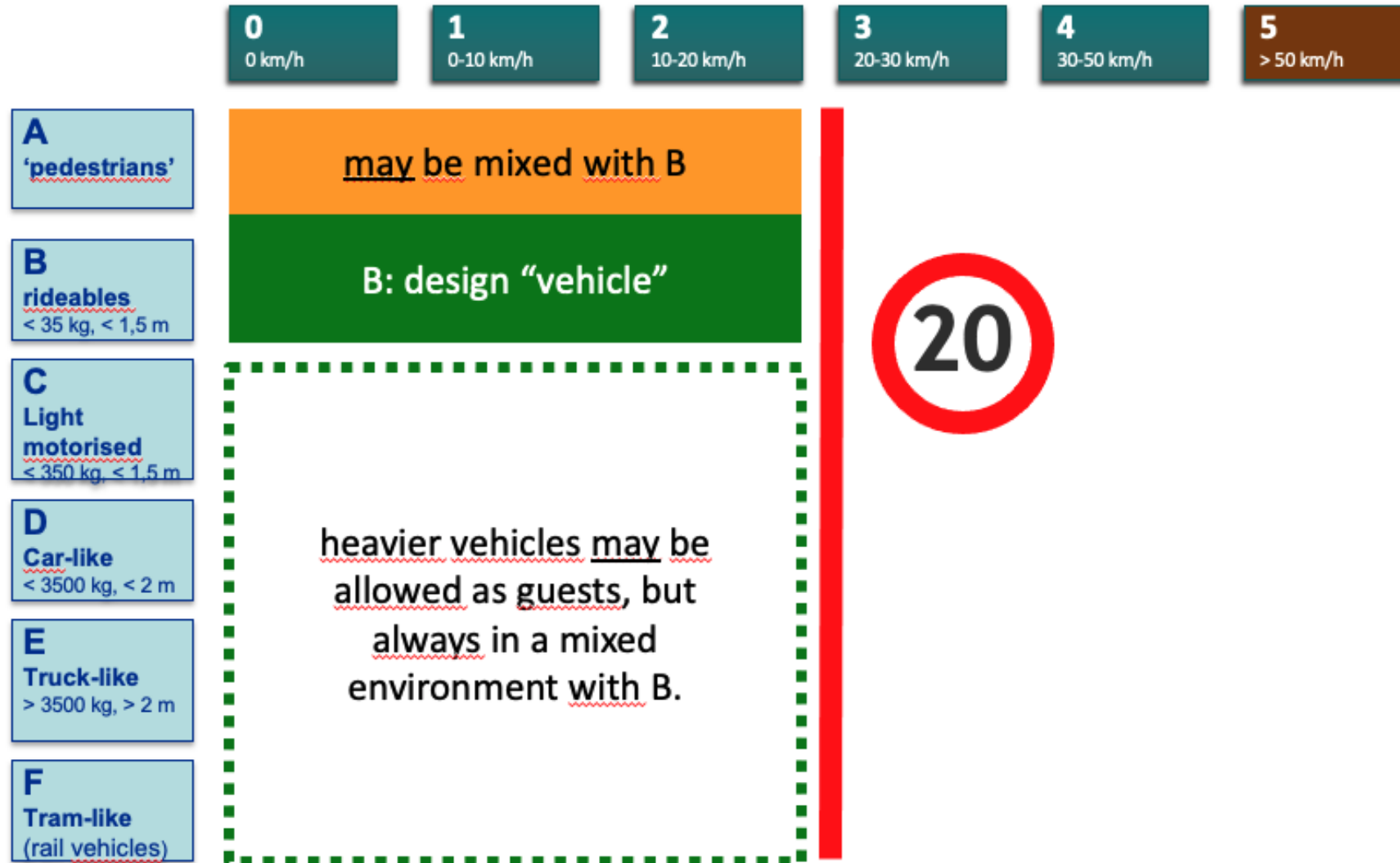
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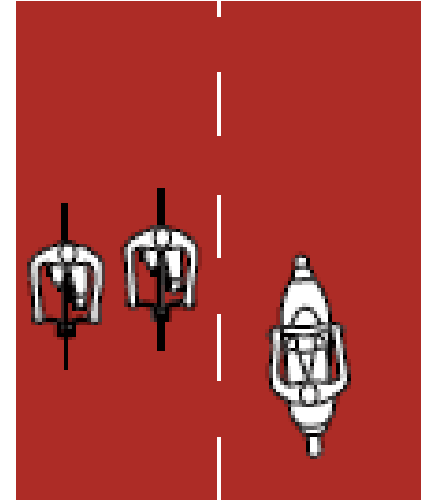
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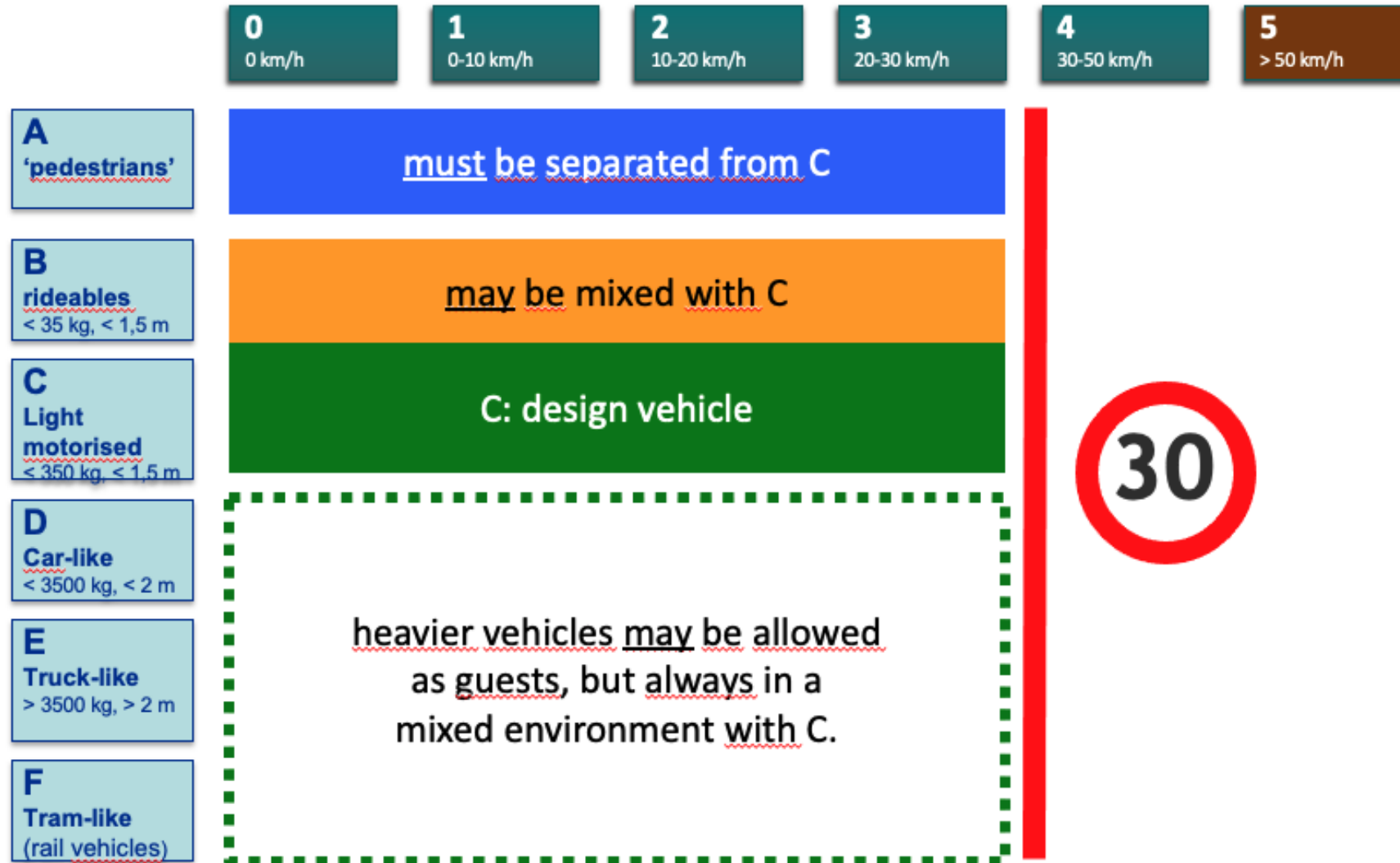
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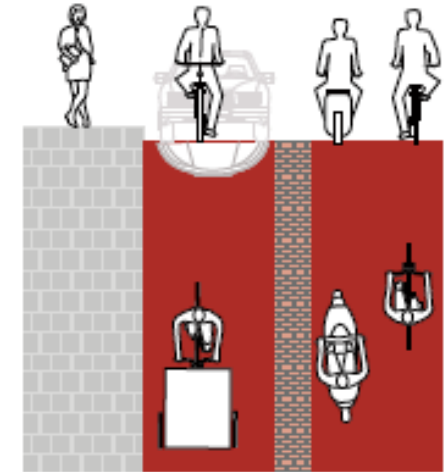
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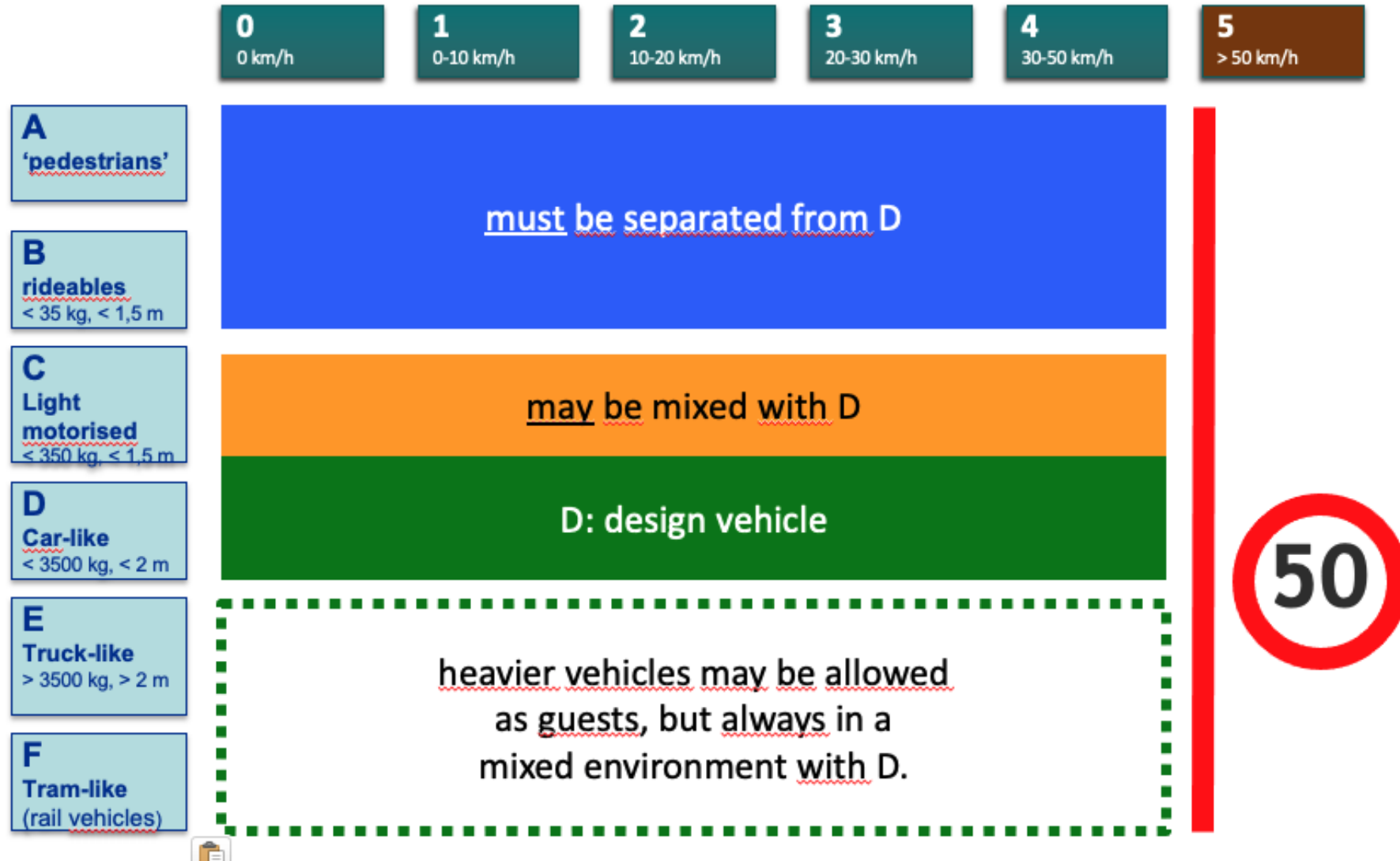
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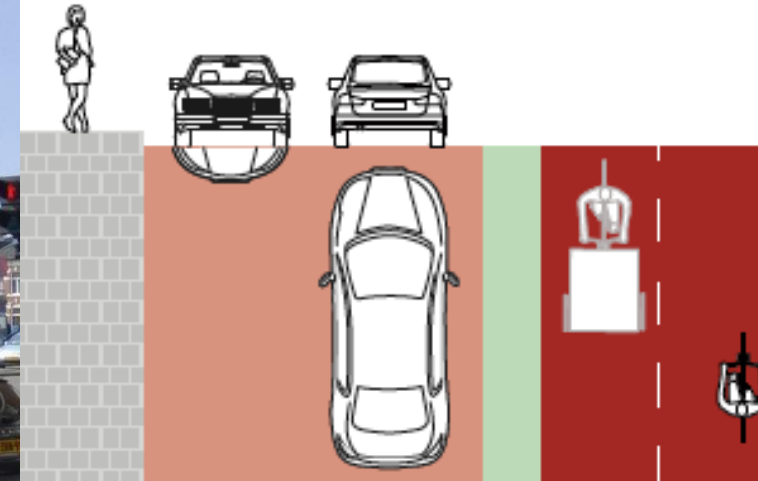
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