

Dutch Cycling: For a Bicycle-Friendly World



The Dutch Cycling Embassy is a vast network of public and private organizations from the Netherlands who wish to share their knowledge and expertise to help cities experience the many advantages of cycling.



- **Experience** the Dutch cycling culture first-hand
- Think about best possible solutions and achievable results
- Act by applying these solutions to your local context
- Learn more about effective policies and best practices

www.dutchcycling.nl



































































































































































































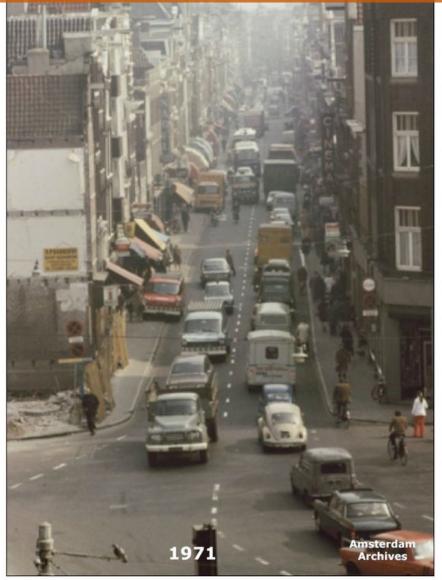






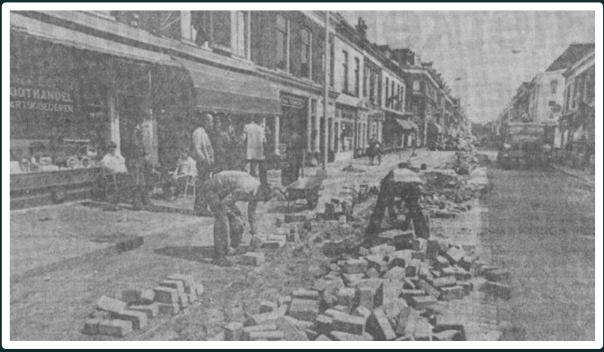
PEDALING THROUGH PANDEMIC 000

FROM CAR TO PEOPLE ORIENTED 000









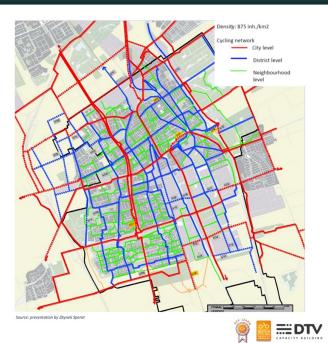




DON'T BE AFRAID TO EXPERIMENT 00

Delft





Requirement 1: Cohesion

- "You can cycle from anywhere to everywhere"
 - Network approach
 - All branches of are accessible and connected
 - · A cohesive whole
- Grid size (300-500m)
 - Avoids detours
 - Avoids too many crossings
- · Cohesion with other networks
 - Public transport: in NL 40% of train users uses their bicycle as access mode
 - · Park and bike facilities
- → Start with a link, plan for a network!



- University Work
- School Gym
-









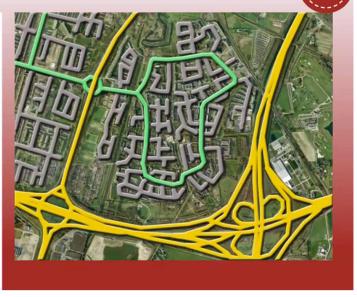
THINK AT THE NETWORK LEVEL 000

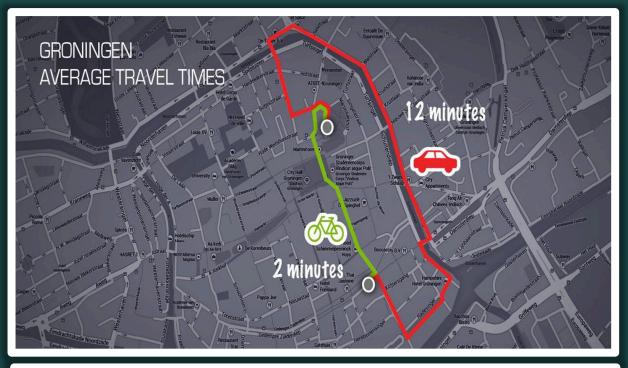
Road categorization

1. National /
Regional through routes
Speed limits 130/120/100/80km/h
(80/75/62/50mph)

No cycling

- Local distributing –
 collector roads
 Speed limits 50km/h (31mph)
 Physical or Visible separation
- 3. Access streets / Places Speed limit 30km/h (18mph) No separation needed





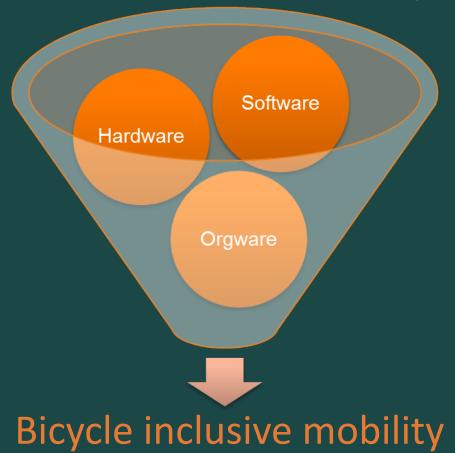




EVERY BIKE PLAN NEEDS A CAR PLAN 030

HARDWARE, SOFTWARE & ORGWAREO >0

A good strategy to make cycling a lasting component in the mobility mix of your city, is a masterplan built up out of:



Hardware: the material/physical necessities for cycling

Software: the human side of mobility

Orgware: the cooperation process needed between all the actors







