

Andy Beshear Governor

Frankfort, Kentucky 40622 www.transportation.ky.gov/

Jim Gray Secretary

## **MEMORANDUM**

**TO:** Noise Analysis Practitioners in Kentucky

**FROM:** Daniel R. Peake, Director DEA, KYTC

**DATE:** August 1, 2022

**SUBJECT:** KYTC Noise Policy Update to Barrier Cost and Adjusted Cost Benefit Ratio

The changes in guidance outlined in this MEMO are intended to allow our Noise Policy to remain up to date with the rising costs associated with constructing Noise Abatement Walls and to allow KYTC more flexibility to better serve the public while building infrastructure projects.

Based on an analysis of project bid results from 2019 through 2022, the KYTC has determined that it is appropriate to raise the assumed cost of a sound barrier wall to \$32 per square foot. As in previous modeling cost analyses, this cost covers sound barrier wall materials and installation. Any additional items required, such as earthwork, concrete foundation, ROW acquisition, or utility relocations, shall be accounted for separately. KYTC has also deemed it necessary to raise the allowable maximum cost per benefitted receptor (CBR) to \$40,000 unless the project area can be defined as described in the below paragraph.

This MEMO also provides flexibility for additional consideration to account for circumstances where predicted noise levels are considered extraordinary and/or where residential structures were in place prior to the development of the roadway, or prior to the last capacity project on the adjacent roadway. Additional consideration shall be afforded these residences by allowing a higher-than-average cost of \$2,500 for each benefited receptor meeting the defined criteria. Also, certain conditions may exist that allow for an additional \$2,500, increasing the CBR to a total \$45,000. These adjustments are outlined in detail on pages 21 and 22 of the updated KY Noise Policy.

The update outlined in this MEMO shall be used for all cost effectiveness calculations effective the date of this memo.

