Arpie's review of Sandpoint Bypass (7.31.12): Here's a report on the Sandpoint Bypass: In short, despite my nay-saying, I must say it is fantastic. First of all it has accomplished it's goal. Downtown Sandpoint is a more peaceful, less hurried and safer place. Last weekend is traditionally one of our busiest weekends and the pace of life was wonderful. Traffic was less than it is in the shoulder seasons and there were no, zero, none, big trucks.

Secondly, It shows off Sandpoint well. Before I moved here, it wasn't until my third trip to town that I found City Beach. The view of the lake from Long Bridge is cut off by the train Bridge. Now the sail boats in the marinas, Lake Pend Oreille, and City Beach beckon tourists driving by, as well as a glorious view of Cedar Street Bridge and Sand creek on the west side. Anyone who is driving through without planning on stopping might be lured in and will at least make a mental note that this is a place worth checking out. The city is working on plans to make the area between Sand Creek and what is now the back side of first street look less like an alley and more inviting. That will help.

There are a few traffic bugs that need work. The stop light at the south end seems unnecessary. Traffic coming into town at the north end gets squeezed into one lane for an unneeded quarter of a mile. And they could use a few more speed limit signs- It's 45mph and the Ponderay cops are already cashing in. I saw one yesterday writing a ticket on the south end of Sandpoint. I haven't ridden or walked the path's yet, but they look inviting. I

I was hoping for a way to move traffic around town without cutting the town off from the lake. I think that if there weren't so many naysayers the project would have been done a long time ago but it would not have look nearly as nice. It would have been a typical Idaho utilitarian ugly behemoth. I've never seen such thoughtful design and landscaping that already looks great and will only get better. It was worth the wait The bypass is a hit.