

[(2)](3) In preparing the proposed modifications, the Administration shall provide a copy of the proposal to and consult with the local governing body, municipalities, and local legislative delegations with respect to the proposed modifications.

[(3)](4) The Administration shall provide a copy of the State Report on Transportation to each county and municipality prior to consultation.

8-630.

(a) In this section, "urban highway" means a highway, other than an expressway, that is:

(1) Constructed with a curb and gutter and an enclosed type storm drainage system; [or]

(2) Located in an urban area and on which is located a public facility that creates appreciable pedestrian traffic along the highway from adjacent areas; OR

(3) LOCATED WITHIN URBAN BOUNDARIES AS DEFINED BY THE U.S. CENSUS BUREAU.

(b) [(1) At the request of the government of any county, with the approval of a majority of the members of the General Assembly from the county and the elected county executive, if any, the Administration shall include the construction of sidewalks in any urban highway project.

(2) The request and approval shall be made to the Administration before it presents its annual highway construction program to the General Assembly for consideration and inclusion in the budget.]

(1) SIDEWALKS SHALL BE CONSTRUCTED AT THE TIME OF CONSTRUCTION OR RECONSTRUCTION OF AN URBAN HIGHWAY, OR IN RESPONSE TO THE REQUEST OF A LOCAL GOVERNMENT UNLESS:

(I) THE ADMINISTRATION DETERMINES THAT THE COST OR IMPACTS OF CONSTRUCTING THE SIDEWALKS WOULD BE TOO GREAT IN RELATION TO THE NEED FOR THEM OR THEIR PROBABLE USE; OR

(II) THE LOCAL GOVERNMENT INDICATES THAT THERE IS NO NEED FOR SIDEWALKS.

(2) SIDEWALKS CONSTRUCTED UNDER THIS SECTION SHALL BE CONSISTENT WITH AREA MASTER PLANS AND TRANSPORTATION PLANS ADOPTED BY THE LOCAL PLANNING COMMISSION.

(c) (1) [Funds to pay the cost of sidewalk construction shall be obtained, as specified in the request:

(i) By shortening the limits of the project where sidewalks are to be constructed; or