



Golden Gate Ferry is considering improvements to the way customers access the Larkspur Ferry Terminal in light of the lack of parking available at the ferry terminal. Please fill out this survey so we can better meet your needs. Thank you for helping inform our decision-making process.

Please take a moment to fill out our brief survey. Thank you.

1. In what community do you reside? \_\_\_\_\_

2. Where did you BEGIN this trip? (such as home address)

a. Address/nearby intersection or landmark \_\_\_\_\_

3. Where will you END this trip? (such as work address)

a. Address/nearby intersection or landmark \_\_\_\_\_

4. How often do you ride the Larkspur ferry?

Less than 1 day per week                       1-2 days per week   
3-4 days per week                       5 days or more per week

5a. Which morning ferry do you take MOST FREQUENTLY?

5:45 am       7:30 am       8:50 am       11:10 am   
6:35 am       7:50 am       9:20 am       12:40 pm   
7:00 am       8:20 am       10:10 am

5b. Which evening ferry from San Francisco do you take MOST FREQUENTLY?

3:00 pm       4:30 pm       6:00 pm       8:10 pm   
3:30 pm       5:00 pm       6:30 pm       9:35 pm   
4:00 pm       5:30 pm       7:20 pm

6a. How did you get to this ferry? (Check all that apply)

Walked all the way       Drove (Park and Ride)       Dropped off by car   
Biked       Bus  (Route #\_\_\_\_)      Taxi/Lyft/Uber       Other (specify)

6b. How will you get to your final destination after you exit this ferry?

(Check all that apply)

Walk all the way                       Bike                       Picked up by car   
BART       Muni  (Route #\_\_\_\_)      Taxi/Lyft/Uber       Other (specify)

7. Given the parking difficulties at the Larkspur terminal, ADDING FERRY FEEDER SHUTTLES is being considered. The service would be free to ferry riders and costs \$2.00 for local travel (\$1.80 on Clipper) for passengers not continuing to/from the ferry. If a free ferry shuttle was added to your neighborhood, would you use it?

Yes       No