



Intersection Inventory & Compliance Cost Estimate

Corridor Total: \$ 78823.00

 Curb Ramps - Compliant	 Curb Ramps - Adjacent
 Curb Ramps - Non Compliant	
 Island Curb Cuts - Compliant	 Island Curb Cuts - Adjacent
 Island Curb Cuts - Non Compliant	
 Signals - Compliant	 Signals - Adjacent
 Signals - Non Compliant	
 Transit Stops - Compliant	 Transit Stops - Adjacent
 Transit Stops - Non Compliant	
 Railroad Crossings - Compliant	 Railroad Crossings - Adjacent
 Railroad Crossings - Non Compliant	
 Accessible Parking - Compliant	 Accessible Parking - Adjacent
 Accessible Parking - Non Compliant	

- Obstructions**

 - Heavings < 1" (Excluded)***
 - Heavings ≥ 1" (Excluded)***
 - Uneven Heaving (Excluded)***
 - Heaving Clusters (Excluded)
 - Sidewalk Joint Gap (Excluded)***
 - Miscellaneous Obstruction
 - Missing Sidewalk Obstruction
 - Other Obstruction
 - Pole Post Hydrant Obstruction
 - Ponding Obstruction
 - Sidewalk Joint Obstruction
 - Sign Obstruction
 - Storm Grate Obstruction
 - Transit Obstruction
 - Traffic Obstruction
 - Tree Obstruction
 - Utility Obstruction
 - Vegetation Obstruction - Low
 - Vegetation Obstruction - Overhead
 - Sidewalk Collection Path
 - Adjacent Sidewalk Collection Path
 - Buried Sidewalk
 - Sidewalk Not Surveyed
 - Missing Sidewalk Gap
 - No Sidewalk on Block

Cross Slope

2 - 3%	7.01 - 8%
3.01 - 4%	8.01 - 9%
4.01 - 5%	9.01 - 10%
5.01% - 6%	10.01 - 12%
6.01 - 7%	> 12%

Running Slope

5 - 8.33%
8.34% - 10%
10.01 - 12.5%
> 12.5%

*Note: ADA pedestrian issues have been identified and quantified in the ADA Survey Summary. There are instances where multiple issues can be resolved with a single corrective measure. The ADA Compliance Cost Estimate reflects the best estimation of quantities and cost to resolve all identified ADA issues.

**Note: Additional investigation may be warranted when sidewalk running slope issues exist within the right-of-way.

***Note: Excluded items are violations that occur in areas with slope violations and have been excluded from the cost estimate.