

## **Access Compliance Report Public Rights-of-Way** (Curb Ramps)



Intersection ID: 10096 Main Street: SELDON\_DR Cross Street: W\_TRADE\_ST Location: S **Overall Compliance: No Severity Score:** ADA ID: 293F48850351 Ramp Type: Perp Initial Pass/Fail: Fail 22.5

**Codes/Mitigation Info/Possible Solution** 



W TRADE ST Street 1 Name Stop Condition-Street 2 None Street 2 Name N/A Stop Condition-Street 1 N/A

Possible Solutions:	<u>c</u>			
Remove & Replace Entire Ramp.				
•	N			
	N			
	N			
	N			
	N			
Surveyor Notes:	N			
N/A	N			
	N			
	N			
	N			
PROW/ADA:	N			
Not Found, R304.5.1, R304.2.2,	N			
R304.5.3	N			
	N			
	N			

Total Cost:



1850.00

Field Measurements/Component Compliance								
Compli	iance Description	Data	Compl	iance	Description	Data		
N/A	Ramp Length (in)	74.0	No	Ramp	Slope (%)	8.9		
No	Ramp Width (in)	47.0	No	Ramp	XSlope (%)	3.0		
N/A	Flare Type LT	N/A	N/A	Flare	Type RT	N/A		
N/A	Flare Slope LT (%)	N/A	N/A	Flare	Slope RT (%)	N/A		
N/A	Flare Traversable LT?	N/A	N/A	Flare	Traversable RT?	N/A		
N/A	Landing Length (in)	N/A	N/A	DWS	Provided?	N/A		
N/A	Landing Width (in)	N/A	N/A	DWS	Contrast?	N/A		
N/A	Landing Slope (%)	N/A	N/A	DWS	Length (in)	N/A		
N/A	Landing X Slope (%)	N/A	N/A	DWS	Full Width?	N/A		
N/A	Landing Curb? (Y/N)	N/A	N/A	DWS	Offset (in)	N/A		
N/A	Shared Landing?	N/A						
N/A	Gutter Ponding?	N/A	N/A	Gutte	r Slope (%)	N/A		
N/A	Gutter Lip Ht (in)	N/A	N/A	Gutte	r X Slope (%)	N/A		
N/A	Painted X Walk1?	No	N/A	Paint	ed X Walk2?	N/A		
	X Walk 1 Direction	To NE		X Wa	lk 2 Direction	N/A		
N/A	X Walk 1 Width (in)	N/A	N/A	X Wa	lk 2 Width (in)	N/A		
	X Walk 1 Slope (%)	2.2		X Wa	lk 2 Slope (%)	N/A		
	X Walk 1 X Slope (%)	2.9		X Wa	lk 2 X Slope (%)	N/A		
N/A	Ramp inside XWalk1?	N/A	N/A	Ramp	inside XWalk2?	N/A		
	Road Slope (%)	N/A	N/A	Clear	Space?	N/A		
	Road X Slope (%)	N/A	N/A	Clear	Space to XWalk (in)	N/A		
N/A	Any Obstructions?	N/A	N/A	Storm	n Grate/Utility Hazard?	N/A		
	Obstruction Type			Storm	n Grate/Utility Type			
		N/A				N/A		
			Yes	Surfa	ce Condition? (G/P)	Good		
Market Control								

