

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



Intersection ID: 3088	3 Main Street: DEARMON RD			Cross Street: MINERAL_RIDGE_WY				Location: S	
ADA ID: 31BF00F01588	Ramp Type: Perp			Initial Pass/Fail: Fail Overall Complian					
Codes/Mitigation Info/Possible Solution				Field Measurements/Component Compliance					
Possible Solutions:									
					bliance Description		1		Data
		Remove & Replace Entire Ra	imp.	N/A	Ramp Length (in)	97.5		Ramp Slope (%)	18.4
				No	Ramp Width (in)	36.5		Ramp XSlope (%)	9.5
	1/18			N/A	Flare Type LT	N/A		Flare Type RT	N/A
A DECEMBER OF THE OWNER OF	10			N/A	Flare Slope LT (%)	N/A		Flare Slope RT (%)	N/A
Lon	St In Strange	i i i i i i i i i i i i i i i i i i i		N/A	Flare Traversable LT?	N/A		Flare Traversable RT?	N/A
REALIN	<u>L</u>			N/A	Landing Length (in)	N/A	N/A	DWS Provided?	N/A
	L. BREEZE . NOW	Surveyor Notes:		N/A	Landing Width (in)	N/A		DWS Contrast?	N/A
the second second	La start	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
1 Carlo and Anna	A AND A			N/A	Landing Curb? (Y/N)	N/A	N/A	DWS Offset (in)	N/A
CAR PN	A MAR AN			N/A	Shared Landing?	N/A			
	Par an	PROW/ADA:		N/A	Gutter Ponding?	N/A	N/A	Gutter Slope (%)	N/A
	193	R304.5.1, R304.2.2, R304.5.3		N/A	Gutter Lip Ht (in)	N/A	N/A	Gutter X Slope (%)	N/A
	2			N/A	Painted X Walk1?	No	N/A	Painted X Walk2?	N/A
					X Walk 1 Direction	To NE		X Walk 2 Direction	N/A
	A MARK			N/A	X Walk 1 Width (in)	N/A	N/A	X Walk 2 Width (in)	N/A
Street 1 Name	MINERAL RIDGE WY				X Walk 1 Slope (%)	2.4		X Walk 2 Slope (%)	N/A
Stop Condition-Street 2	StopSign				X Walk 1 X Slope (%)	9.8		X Walk 2 X Slope (%)	N/A
Street 2 Name	N/A			N/A	Ramp inside XWalk1?	N/A	N/A	Ramp inside XWalk2?	N/A
Stop Condition-Street 1	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 Grate/Utility Hazard?	N/A
		Total Cost: \$	1850.00)	Obstruction Type			Storm Grate/Utility Type	
						N/A			N/A

Yes Surface Condition? (G/P)

Good

