

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



Intersection ID: 11064	Main St	reet: WILKINSON BV	Cross Street: MARSHALL DR					Location:	SW
ADA ID: DB4A3F07209F	Ramp T	Initial Pass/Fail: Fail Overall Compliance: No					o Severity Score:	26.25	
Codes/Mitigation Info/Possible Solution			Field Measurements/Component Compliance						
Possible Solutions:								liance Description	Data
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	The second	Remove & Replace Entire Ramp.	_		Ramp Length (in)	101.0		Ramp Slope (%)	12.0
	Maria		Ye	es	Ramp Width (in)	67.0	Yes	Ramp XSlope (%)	2.2
	*		N/.	A	Flare Type LT	N/A	N/A	Flare Type RT	N/A
WILKINSON_EX	<u>y</u>		N/.	Α	Flare Slope LT (%)	N/A	N/A	Flare Slope RT (%)	N/A
¢\$			N/.	Α	Flare Traversable LT?	N/A	N/A	Flare Traversable RT?	N/A
all with the			N/.	Ά	Landing Length (in)	N/A	N/A	DWS Provided?	N/A
to a fer the	1 and Val	Surveyor Notes:	N/.	Α	Landing Width (in)	N/A	N/A	DWS Contrast?	N/A
the second se	2 0.	N/A	N/.	Α	Landing Slope (%)	N/A	N/A	DWS Length (in)	N/A
A A A A A A A	5 . <u>6</u>		N/.	Α	Landing X Slope (%)	N/A	N/A	DWS Full Width?	N/A
	A STATE		N/.	Α	Landing Curb? (Y/N)	N/A	N/A	DWS Offset (in)	N/A
			N/.	Α	Shared Landing?	N/A			
		PROW/ADA:	N/.	Α	Gutter Ponding?	N/A	N/A	Gutter Slope (%)	N/A
		Not Found, R304.2.2	N/	Α	Gutter Lip Ht (in)	N/A	N/A	Gutter X Slope (%)	N/A
			N/.	Α	Painted X Walk1?	No	N/A	Painted X Walk2?	N/A
CARL BACK DA	S MAR				X Walk 1 Direction	To N		X Walk 2 Direction	N/A
			N/.	Α	X Walk 1 Width (in)	N/A	N/A	X Walk 2 Width (in)	N/A
Street 1 Name	WILKINSON BV				X Walk 1 Slope (%)	3.6		X Walk 2 Slope (%)	N/A
Stop Condition-Street 2	None				X Walk 1 X Slope (%)	4.3		X Walk 2 X Slope (%)	N/A
Street 2 Name	N/A		N/.	Α	Ramp inside XWalk1?	N/A	N/A	Ramp inside XWalk2?	N/A
Stop Condition-Street 1	N/A				Road Slope (%)	4.3	N/A	Clear Space?	N/A
					Road X Slope (%)	3.6	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: \$ 1	850.00		Obstruction Type			Storm Grate/Utility Type	
						N/A			N/A

Yes Surface Condition? (G/P)

Good

