

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



Intersection ID: 11699 Main Str	n ID: 11699 Main Street: COUNTRY_CLUB_DR		Cross Street: JEFF_ST			Location:	Ν
ADA ID: F64EAB4A2E09 Ramp Type: Perp		Initial Pass/Fail: Fail Overall Compliance: No			Severity Score:	58.75	
Codes/Mitigation Info/Possible Solution		Field Measurements/Component Compliance					
	Possible Solutions:	Compliance Description Data			Compliance Description Data		Data
- Linter	Remove & Replace Entire Ramp.	N/A	Ramp Length (i	in) 48.0	No	Ramp Slope (%)	18.1
		No	Ramp Width (in	a) 47.0	No	Ramp XSlope (%)	9.2
		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 Traversab	ole LT? N/A	N/A	Flare Traversable RT?	N/A
The second secon	L	N/A	Landing Length	n (in) N/A	N/A	DWS Provided?	N/A
JERVa	Surveyor Notes:	N/A	Landing Width ((in) N/A	N/A	DWS Contrast?	N/A
- Contraction of the second	N/A	N/A	Landing Slope ((%) N/A	N/A	DWS Length (in)	N/A
		N/A	Landing X Slope	e (%) N/A	N/A	DWS Full Width?	N/A
Son to		N/A	Landing Curb?	(Y/N) N/A	N/A	DWS Offset (in)	N/A
		N/A	Shared Landing	g? N/A			
- And the start	PROW/ADA:	N/A	Gutter Ponding	? N/A	N/A	Gutter Slope (%)	N/A
	Not Found, R304.5.1, R304.2.2,	N/A	Gutter Lip Ht (in	n) N/A	N/A	Gutter X Slope (%)	N/A
A CONTRACTOR OF	R304.5.3	N/A	Painted X Walk		N/A	Painted X Walk2?	N/A
and I have a have			X Walk 1 Directi	tion To SE		X Walk 2 Direction	N/A
A THE A A A A SAN		N/A	X Walk 1 Width	(in) N/A	N/A	X Walk 2 Width (in)	N/A
Street 1 Name JEFF ST	-		X Walk 1 Slope	e (%) 6.3		X Walk 2 Slope (%)	N/A
Stop Condition-Street 2 StopSign			X Walk 1 X Slop	pe (%) 6.0		X Walk 2 X Slope (%)	N/A
Street 2 Name N/A		N/A	Ramp inside XV	Walk1? N/A	N/A	Ramp inside XWalk2?	N/A
Stop Condition-Street 1 N/A			Road Slope (%)		N/A	Clear Space?	N/A
			Road X Slope (N/A	Clear Space to XWalk (in)	N/A
		N/A		, ,	N/A	Storm Grate/Utility Hazard?	N/A
	Total Cost: \$ 1	850.00	Obstruction Typ			Storm Grate/Utility Type	
				N/A			N/A

Yes Surface Condition? (G/P)

Good

