

## **Access Compliance Report Public Rights-of-Way** (Pedestrian Signals)



Data

N/A

N/A

N/A

N/A

N/A N/A

N/A

N/A

N/A

Intersection ID: N/A **Main Street:** Cross Street: N/A Location: N/A

Signal Type: **Overall Compliance: Yes** Severity Score: BTN 1:N/A BTN 2: N/A No BTN: N/A ADA ID: 11185379FF0E

Compliance Description

Additional Button Present?

N/A Signal Buttons Required?

**Button Count** 

## **Codes/Mitigation Info/Possible Solution**

Total Cost:

N/A N/A B 2 Tone Audible Range?

## **Field Measurements/Component Compliance**

N/A

**Compliance Description** 

**Button0 N/A** Distant to Additional Button (in)

Additional Button ID

N/A Additional Ped Posts Required

N/A N/A B 2 Diameter (in)



Possible Solutions: N/A Surveyor Notes: TEXT HT 5/16 PROW/ADA: N/A

\$ 0.0

N/A

N/A B 1 Diameter (in)



		How Many Ped Street Xings?	2		Located In An Island/Median?	No
	N/A	B 1 Sign Present?	N/A	N/A	B 2 Sign Present?	N/A
	N/A	B 1 Sign Purpose?	N/A	N/A	B 2 Sign Purpose?	N/A
	N/A	B 1 Sign Lettering & Contrast?	N/A	N/A	B 2 Sign Lettering & Contrast?	N/A
	N/A	B 1 Parallel To XWalk?	N/A	N/A	B 2 Parallel To XWalk?	N/A
	N/A	B 1 PAR to Button?	N/A	N/A	B 2 PAR to Button?	N/A
	N/A	B 1 PAR to XWalk?	N/A	N/A	B 2 PAR to XWalk?	N/A
	N/A	B 1 Clear Floor Space?	N/A	N/A	B 2 Clear Floor Space?	N/A
	N/A	B 1 FWD Approach?	N/A	N/A	B 2 FWD Approach?	N/A
.00	N/A	B 1 FWD Approach Constrained?	N/A	N/A	B 2 FWD Approach Constrained?	N/A
	N/A	B 1 FWD Approach Reach (in)	N/A	N/A	B 2 FWD Approach Reach (in)	N/A
	N/A	B 1 FWD Approach Width (in)	N/A	N/A	B 2 FWD Approach Width (in)	N/A
	N/A	B 1 FWD Approach Obstruction?	N/A	N/A	B 2 FWD Approach Obstruction?	N/A
	N/A	B 1 FWD Approach Obstruction Dist (in)	N/A	N/A	B 2 FWD Approach ObstructionDist (in)	N/A
	N/A	B 1 PARA Approach?	N/A	N/A	B 2 PARA Approach?	N/A
	N/A	B 1 PARA Approach Constrained?	N/A	N/A	B 2 PARA Approach Constrained?	N/A
	N/A	B 1 PARA Approach Reach (in)	N/A	N/A	B 2 PARA Approach Reach (in)	N/A
	N/A	B 1 PARA Approach Width (in)	N/A	N/A	B 2 PARA Approach Width (in)	N/A
	N/A	B 1 PARA Approach Obstruction?	N/A	N/A	B 2 PARA Approach Obstruction?	N/A
	N/A	B 1 PARA Approach Obstruction Dist (in)	N/A	N/A	B 2 PARA Approach ObstructionDist (in)	N/A
	N/A	B 1 Clear Floor Space Slope (%)	N/A	N/A	B 2 Clear Floor Space Slope (%)	N/A
	N/A	B 1 Clear Floor Space XSlope (%)	N/A	N/A	B 2 Clear Floor Space XSlope (%)	N/A
	N/A	B 1 PAR Slope (%)	N/A	N/A	B 2 PAR Slope (%)	N/A
	N/A	B 1 Height (in)	N/A	N/A	B 2 Height (in)	N/A
	N/A	B 1 Pressure (#)	N/A	N/A	B 2 Pressure (#)	N/A

	APS Com	pliance
Is Button 1 APS or Non-APS?	N/A	

**N/A** B 1 Tone Audible Range?

			THE BITTHE CONTROLLERS	IVA IVA	B Z 17 11 0 17 (pprodon Obolido)
APS Compliance			N/A B 1 PARA Approach Obstruction Dist (in)	N/A N/A	B 2 PARA Approach Obstruct
Is Button 1 APS or Non-APS?	N/A Is Button 2 APS or Non-AP	S? N/A	N/A B 1 Clear Floor Space Slope (%)	N/A N/A	B 2 Clear Floor Space Slope
N/A B 1 VibroTact Arrow?	N/A N/A B 2 VibroTact Arrow?	N/A	N/A B 1 Clear Floor Space XSlope (%)	N/A N/A	B 2 Clear Floor Space XSlope
N/A B 1 VibroTact Parallel to Xing?	N/A N/A B 2 VibroTact Parallel to Xir	ng? <b>N/A</b>	N/A B 1 PAR Slope (%)	N/A N/A	B 2 PAR Slope (%)
N/A B 1 VibroTact Contrast	N/A N/A B 2 VibroTact Contrast	N/A	N/A B 1 Height (in)	N/A N/A	B 2 Height (in)
N/A B 1 Pilot Light?	N/A N/A B 2 Pilot Light?	N/A	N/A B 1 Pressure (#)	N/A N/A	B 2 Pressure (#)
N/A B 1 Pilot Light Illumination?	N/A N/A B 2 Pilot Light Illumination?	N/A	N/A B 1 Closed Fist Operation?	N/A N/A	B 2 Closed Fist Operation?
N/A B 1 Verbal Walk Cycle?	N/A N/A B 2 Verbal Walk Cycle?	N/A	ML	JTCD Comp	oliance
N/A B 1 Verbal Message Audible?	N/A N/A B 2 Verbal Message Audible	e? <b>N/A</b>	N/A B 1 Clear Xing Direction?	N/A N/A	B 2 Clear Xing Direction?
N/A B 1 Locator Tone?	N/A N/A B 2 Locator Tone?	N/A	B 1 Crossing Direction	N/A	B 2 Crossing Direction
N/A B 1 Percussive Walk Cycle?	N/A N/A B 2 Percussive Walk Cycle	? <b>N/A</b>	N/A B 1 DistanceTo XWalk (in)	N/A N/A	B 2 DistanceTo XWalk (in)
N/A B 1 Extended Press Feature?	N/A N/A B 2 Extended Press Feature	re? N/A	N/A B 1 DistanceTo Curb (in)	N/A N/A	B 2 DistanceTo Curb (in)