

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



Data

N/A

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

ADA ID: 1814CC4CBA84 Signal Type: Two Push Buttons-Non APS Overall Compliance: No Severity Score: BTN 1:N/A BTN 2: N/A No BTN: N/A

Compliance Description

**Button Count** 

## Codes/Mitigation Info/Possible Solution

## Field Measurements/Component Compliance

**Compliance Description** 

**Button2** N/A Distant to Additional Button (in)



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

Possible Solutions: Replace Signal Push Button With APS Button on New Post. Remove & Relocate Sign.

Surveyor Notes: N/A

PROW/ADA: TMUTCD 4e.08, R404.3, R404.1, R404.7.1, R404.7.2

Total Cost: \$ 1300.00





N/A

	Additional Button Present?	No		Additional Button ID	N/A			
N/A	Signal Buttons Required?	N/A	N/A	Additional Ped Posts Required	N/A			
	How Many Ped Street Xings?	2		Located In An Island/Median?	No			
N/A	B 1 Sign Present?	Yes	N/A	B 2 Sign Present?	Yes			
Yes	B 1 Sign Purpose?	Yes	Yes	B 2 Sign Purpose?	Yes			
Yes	B 1 Sign Lettering & Contrast?	Yes	Yes	B 2 Sign Lettering & Contrast?	Yes			
Yes	B 1 Parallel To XWalk?	Yes	Yes	B 2 Parallel To XWalk?	Yes			
No	B 1 PAR to Button?	No	No	B 2 PAR to Button?	No			
No	B 1 PAR to XWalk?	No	No	B 2 PAR to XWalk?	No			
No	B 1 Clear Floor Space?	No	No	B 2 Clear Floor Space?	No			
No	B 1 FWD Approach?	No	No	B 2 FWD Approach?	No			
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			
No	B 1 PARA Approach?	No	No	B 2 PARA Approach?	No			
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 (%)	0.3	N/A	B 2 PAR Slope (%)	1.5			
Yes	B 1 Height (in)	36.0	Yes	B 2 Height (in)	37.0			
Yes	B 1 Pressure (#)	2.0	Yes	B 2 Pressure (#)	2.0			
Yes	B 1 Closed Fist Operation?	Yes	Yes	B 2 Closed Fist Operation?	Yes			
_	MUTCD Compliance							

APS Compliance							
Is Button 1 APS or Non-APS?	NonAPS	Is Button 2 APS or Non-APS?	NonAPS				
N/A B 1 VibroTact Arrow?	N/A	N/A B 2 VibroTact Arrow?	N/A				
N/A B 1 VibroTact Parallel to Xing?	N/A	N/A B 2 VibroTact Parallel to Xing?	N/A				
N/A B 1 VibroTact Contrast	N/A	N/A B 2 VibroTact Contrast	N/A				
N/A B 1 Pilot Light?	N/A	N/A B 2 Pilot Light?	N/A				
N/A B 1 Pilot Light Illumination?	N/A	N/A B 2 Pilot Light Illumination?	N/A				
N/A B 1 Verbal Walk Cycle?	N/A	N/A B 2 Verbal Walk Cycle?	N/A				
N/A B 1 Verbal Message Audible?	N/A	N/A B 2 Verbal Message Audible?	N/A				
N/A B 1 Locator Tone?	N/A	N/A B 2 Locator Tone?	N/A				
N/A B 1 Percussive Walk Cycle?	N/A	N/A B 2 Percussive Walk Cycle?	N/A				
N/A B 1 Extended Press Feature?	N/A	N/A B 2 Extended Press Feature?	N/A				

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

163	ы пеіgni (in)	30.0 165	b ∠ neigni (in)	37.0				
Yes	B 1 Pressure (#)	2.0 Yes	B 2 Pressure (#)	2.0				
Yes	B 1 Closed Fist Operation?	Yes Yes	B 2 Closed Fist Operation?	Yes				
	MUTCD Compliance							
Yes	B 1 Clear Xing Direction?	ClearlyMarked Yes	B 2 Clear Xing Direction?	ClearlyMarked				
	B 1 Crossing Direction	To SW	B 2 Crossing Direction	To SE				
Yes	B 1 DistanceTo XWalk (in)	0.0 Yes	B 2 DistanceTo XWalk (in)	32.0				
No	B 1 DistanceTo Curb (in)	103.0 No	B 2 DistanceTo Curb (in)	103.0				
Yes	B 1 Diameter (in)	2.0 Yes	B 2 Diameter (in)	2.0				