## cole

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



Intersection ID: N/A	Main Street: Cross Street: N/A						Location: N/A			
ADA ID: 569D50E2E7E1	Signal Type: C	One Push Button-Non APS	Overall Co	mpliance: No	Severity Score: BT	N 1:N/	A BTN 2: N/A	No BTN:	N/A	
Codes	Field Measurements/Component Compliance									
	(All )	Possible Solutions: Replace Sig	nal Duch	Compliance Descri	ption Dat	a Cor	npliance Description	on	Data	
	A GENER	Button With APS Button on New Post.		Button Count	Butto	n1 N/A	Distant to Additiona	al Button (in)	N/A	
A The Island	and all	Remove & Relocate Sign.		Additional Button Present?		No	Additional Button II	C	N/A	
Par III	W Contraction			N/A Signal Buttons Required?		I/A N/A	Additional Ped Pos	ts Required	N/A	
A A A A A A A A A A A A A A A A A A A	XXX	Surveyor Notes: N/A		How Many Ped Street Xings?		2	Located In An Islan	d/Median?	No	
	- march			N/A B 1 Sign Present?		′es N/A	B 2 Sign Present?		N/A	
	Contraction of the second seco				? <b>`</b>	′es N/A	B 2 Sign Purpose?		N/A	
AAAAA	7			Yes B 1 Sign Lettering & Contrast?		′es N/A	B 2 Sign Lettering	& Contrast?	N/A	
		PROW/ADA: R209.1, TMUTCD 4e.08, R404.3, R404.7.1, R404.7.2		No B 1 Parallel To XWalk?		No N/A	B 2 Parallel To XW	alk?	N/A	
8				Yes B 1 PAR to Button?		No N/A	B 2 PAR to Button?	<b>,</b>	N/A	
				No B 1 PAR to XWalk?		′es N/A	B 2 PAR to XWalk?	•	N/A	
	NALIMAN			Yes B1 Clear Floor Space?		′es N/A	B 2 Clear Floor Spa	ace?	N/A	
IN MARK	(NTTTA-			No B 1 FWD Approac	ch?	No N/A	B 2 FWD Approach	?	N/A	
1211 SA A LAN		Total Cost: \$	650.00	N/A B 1 FWD Approad	ch Constrained?	I/A N/A	B 2 FWD Approach	Constrained?	N/A	
				N/A B 1 FWD Approac	ch Reach (in)	I/A N/A	B 2 FWD Approach	ı Reach (in)	N/A	
				N/A B 1 FWD Approac	ch Width (in)	I/A N/A	B 2 FWD Approach	ı Width (in)	N/A	
				N/A B 1 FWD Approac	ch Obstruction?	I/A N/A	B 2 FWD Approach	Obstruction?	N/A	
				N/A B 1 FWD Approac	ch Obstruction Dist (in)	I/A N/A	B 2 FWD Approach	ObstructionDis	st (in) N/A	
				No B 1 PARA Approach?		No N/A	B 2 PARA Approac	h?	N/A	
				N/A B 1 PARA Approach Constrained?		I/A N/A	B 2 PARA Approac	h Constrained?	N/A	
				N/A B 1 PARA Approach Reach (in)		N/A N/A B 2 PARA Approach Reach (in)		h Reach (in)	N/A	
	N/A B 1 PARA Approach Width (in)		I/A N/A	B 2 PARA Approac	h Width (in)	N/A				
	N/A B 1 PARA Approa	ach Obstruction?	I/A N/A	B 2 PARA Approac	h Obstruction?	N/A				
	APS Complia	nce		N/A B 1 PARA Approa	ach Obstruction Dist (in)	I/A N/A	B 2 PARA Approac	h ObstructionDi	st (in) <b>N/A</b>	
Is Button 1 APS or Non-APS?	NonAPS	Is Button 2 APS or Non-APS?	N/A	Yes B1 Clear Floor S	pace Slope (%)	0.7 N/A	B 2 Clear Floor Spa	ace Slope (%)	N/A	
N/A B 1 VibroTact Arrow?	N/A N/A	A B 2 VibroTact Arrow?	N/A	Yes B1 Clear Floor S	pace XSlope (%)	0.8 N/A	B 2 Clear Floor Spa	ace XSlope (%)	N/A	
<b>N/A</b> B 1 VibroTact Parallel to Xing?	N/A N/A	A B 2 VibroTact Parallel to Xing?	N/A	N/A B 1 PAR Slope (%	%)	0.1 N/A	B 2 PAR Slope (%)		N/A	
N/A B 1 VibroTact Contrast	N/A N/A	A B 2 VibroTact Contrast	N/A	Yes B 1 Height (in)	4	1.0 N/A	B 2 Height (in)		N/A	
N/A B 1 Pilot Light?	N/A N/A	A B 2 Pilot Light?	N/A	Yes B 1 Pressure (#)		1.0 N/A	B 2 Pressure (#)		N/A	
N/A B 1 Pilot Light Illumination?	N/A N/A	A B 2 Pilot Light Illumination?	N/A	Yes B 1 Closed Fist O	peration?	′es N/A	B 2 Closed Fist Op	eration?	N/A	
N/A B 1 Verbal Walk Cycle?	N/A N/A	2 Verbal Walk Cycle? N/A		M		MUTCD Compliance				
N/A B 1 Verbal Message Audible?	N/A N/A	A B 2 Verbal Message Audible?	N/A	Yes B 1 Clear Xing Di	rection? ClearlyMark	ed N/A	B 2 Clear Xing Dire	ection?	N/A	
N/A B 1 Locator Tone?	N/A N/A	A B 2 Locator Tone?	N/A	B 1 Crossing Dire	ection To	w	B 2 Crossing Direc	tion	N/A	
N/A B 1 Percussive Walk Cycle?	N/A N/A	A B 2 Percussive Walk Cycle?	N/A	No B 1 DistanceTo X	Walk (in) 8	5.0 N/A	B 2 DistanceTo XW	/alk (in)	N/A	
N/A B1 Extended Press Feature?	N/A N/A	A B 2 Extended Press Feature?	N/A	No B 1 DistanceTo C	urb (in) 14	6.0 N/A	B 2 DistanceTo Cu	rb (in)	N/A	
N/A B 1 Tone Audible Range?	N/A N/A	A B 2 Tone Audible Range?	N/A	Yes B 1 Diameter (in)		2.0 N/A	B 2 Diameter (in)		N/A	