

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



Data

N/A

N/A

N/A

No

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

ADA ID: 5D318620DD34 Signal Type: Overall Compliance: Yes Severity Score: BTN 1:N/A BTN 2: N/A No BTN: N/A

Compliance Description

N/A Signal Buttons Required?

Additional Button Present?

How Many Ped Street Xings?

Button Count

Codes/Mitigation Info/Possible Solution

Field Measurements/Component Compliance

Compliance Description

Button0 N/A Distant to Additional Button (in)

N/A N/A B 2 Sign Present?

N/A N/A B 2 Sign Purpose?

N/A N/A B 2 PAR to Button?

N/A N/A B 2 PAR to XWalk?

N/A N/A B 2 Parallel To XWalk?

Additional Button ID

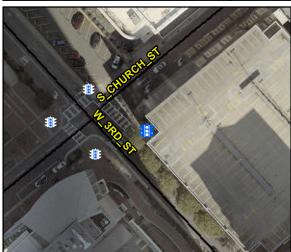
N/A N/A Additional Ped Posts Required

N/A N/A B 2 Sign Lettering & Contrast?

Located In An Island/Median?

Data

N/A



Possible Solutions: N/A
Surveyor Notes: N/A

PROW/ADA: N/A

Total Cost:

N/A B 1 Sign Present?

N/A B 1 Sign Purpose?

N/A B 1 Sign Lettering & Contrast?

N/A B 1 Parallel To XWalk?

N/A B 1 PAR to Button?

N/A B 1 PAR to XWalk?

N/A B 1 Clear Floor Space?

N/A B 1 FWD Approach?

\$ 0.00

N/A B 1 FWD Approach Constraine

N/A B 1 FWD Approach Reach (in)

N/A B 1 FWD Approach Width (in)

		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
	\$ 0.00	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
STAN STAN LOPING TO STAN STAN STAN STAN STAN STAN STAN STAN		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
or Non-APS?	N/A	N/A	B 1 Clear Floor Space Slope (%)	N/A	N/A	B 2 Clear Floor Space Slope (%)	N/A
row?	N/A	N/A	B 1 Clear Floor Space XSlope (%)	N/A	N/A	B 2 Clear Floor Space XSlope (%)	N/A
arallel to Xing?	N/A	N/A	B 1 PAR Slope (%)	N/A	N/A	B 2 PAR Slope (%)	N/A
ontrast	N/A	N/A	B 1 Height (in)	N/A	N/A	B 2 Height (in)	N/A
	N/A	N/A	B 1 Pressure (#)	N/A	N/A	B 2 Pressure (#)	N/A
umination?	N/A	N/A	B 1 Closed Fist Operation?	N/A	N/A	B 2 Closed Fist Operation?	N/A

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

NPS Com	plian	ice		
N/A		Is Button 2 APS or Non-APS?	N/	Α
N/A	N/A	B 2 VibroTact Arrow?	N	/Α
N/A	N/A	B 2 VibroTact Parallel to Xing?	N	/A
N/A	N/A	B 2 VibroTact Contrast	N	/A
N/A	N/A	B 2 Pilot Light?	N	/A
N/A	N/A	B 2 Pilot Light Illumination?	N	/A
N/A	N/A	B 2 Verbal Walk Cycle?	N	/A
N/A	N/A	B 2 Verbal Message Audible?	N	/A
N/A	N/A	B 2 Locator Tone?	N	/A
N/A	N/A	B 2 Percussive Walk Cycle?	N	/A

N/A N/A B 2 Extended Press Feature?
N/A N/A B 2 Tone Audible Range?

	3 ()		0 ()					
N/A	N/A B 1 Pressure (#)	N/A N/A B2Pr	ressure (#)	N/A				
N/A	N/A B 1 Closed Fist Operation?	N/A N/A B2C	losed Fist Operation?	N/A				
N/A MUTCD Compliance								
N/A	N/A B 1 Clear Xing Direction?	N/A N/A B2C	lear Xing Direction?	N/A				
N/A	B 1 Crossing Direction	N/A B 2 Ci	rossing Direction	N/A				
N/A	N/A B 1 DistanceTo XWalk (in)	N/A N/A B2Di	istanceTo XWalk (in)	N/A				
N/A	N/A B 1 DistanceTo Curb (in)	N/A N/A B2Di	istanceTo Curb (in)	N/A				
N/A	N/A B 1 Diameter (in)	N/A N/A B2D	iameter (in)	N/A				