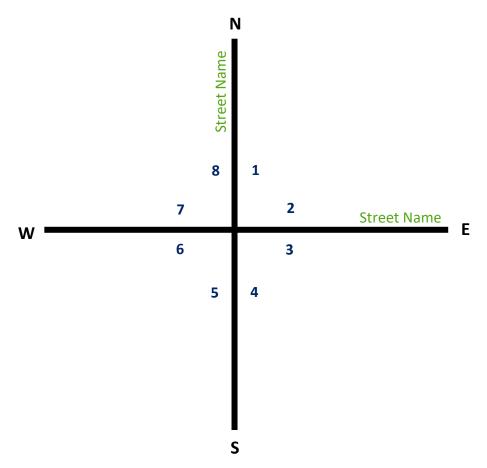


## **Scott County Walk Audit Toolkit**

City:	Date:	Time:
Data Collector(s) Name:		
Route:		
	< MAP OF WALK AUDIT ROUTE >	

# Intersection: Street Name and Street Name Actual Measurements



Actual Measurements				Dagamanandad					
	1	2	3	4	5	6	7	8	Recommended
Sidewalk Width									5' or more (WABSA)
Buffer Width									4' or more (WABSA)
Sidewalk Running Slope									5% or less (Iowa DOT)
Sidewalk Cross Slope									1.5% or less (lowa DOT)
ADA Detectable Warning Pad									Yes (CHII)
Curb Ramp Slope									8.3% or less (CHII)
Curb Ramp Cross Slope									2% or less (CHII)

## Intersection: Street Name and Street Name Infrastructure Factors

Infrastructure Factors	Score	Infrastructure Factors	Score
Annual Average Daily Traffic (AADT)		Sidewalk Width 5' or more	
≤ 14,999 = 1		AII = 0	
15,000 - 24,999 = 2		Some = 1	
25,000 or more = 3		None = 2	
Sidewalk/Path		Buffer Width 4' or more	
All sides continuous = 0		AII = 0	
One side continuous + some sides partial = 1		Some = 1	
One/some side(s) continuous = 2		None = 2	
All sides partial = 3		Sidewalk running Slope 5% or less	
One side partial = 4		AII = 0	
None = 99 (STOP HERE & RANK)		Some = 1	
,		None = 2	
Posted Speed (mph)		Sidewalk cross slope 1.5% or less	
<30 = 0		AII = 0	
30 - 44 = 1		Some = 1	
45 or more = 2		None = 2	
Number of thru lanes		Curb Ramp ADA Detectable Warning Pads	
<3 = 0		AII = 0	
3 - 4 = 1		Some = 1	
5 - 8 = 2		None = 2	
Adequate Lighting		Curb ramp slope 8.3% or less	
Plenty = 0		AII = 0	
Some = 1		Some = 1	
None = 2		None = 2	
Sidewalk Material		Curb ramp cross slope 2% or less	
Asphalt or Concrete = 0		AII = 0	
Brick = 1		Some = 1	
Sand or Dirt = 2		None = 2	
Gravel or Woodchip= 3			
Sidewalk Surface Condition			
Good = 0			
Fair = 1			
Poor = 4			
Sub Total		Sub Total	
		Total Infrastructure Factors Score	

#### **Intersection: Street Name and Street Name**

## **Walkable Environment Design**

#### Place a ✓ next to true statements

Walkable Environment Design
Crossing Streets and Intersections
Crossing does not have a pedestrian and/or audible signal
Pedestrian signal does not give pedestrians enough time to cross the street and/or intersection
Traffic signal makes pedestrians wait too long before crossing
Crossing is not marked and/or is poorly marked
Street is too wide to safely cross (e.g. >300 feet)
No median/refuge island on a street with four or more lanes
Parked cars and/or utility poles block the pedestrian view of traffic
Route Interruptions
Sidewalk has obstacles and/or hazards that are difficult to traverse
Sidewalks are interrupted by driveways and/or alleyways
Gravel spilling from driveways and/or alleyways
Sidewalk is blocked and/or interrupted by poles, signs, shrubs, cars, vendors, etc.
Driver Behavior
Drivers do not obey stop signs and/or traffic signals
Drivers appear to be speeding
Drivers do not yield to pedestrians
Drivers do not stop behind the crosswalk
Drivers make unexpected turns and/or maneuvers without looking
Drivers are distracted (e.g., using cellphones, smoking, eating)
Safety
There is loitering or suspicious/criminal activity
Signage for drivers and/or pedestrians are confusing and/or lacking
There are unleashed dogs
Comfort and Appeal
The area needs shade trees, grass, and flowers
The grass and/or landscaping is lacking maintenance
The area does not have benches and/or places to rest
There is graffiti and/or vacant/rundown buildings
There is too much trash/litter
Total Walkable Environment Design Score (number of ✓)

Additional Observations:	 	 	 

#### **Intersection: Street Name and Street Name**

## **Walk Audit Ranking**

	Total Infrastructure Factors Score:
+	Total Walkable Environment Design Score:
=	Combined Total Walk Audit Score:

Walk Audit Score	Ranking	Color Code	Description
≤7	Excellent	Green	Sidewalks are in great condition and safe for all users
8-14	Good	Blue	Sidewalks are in good condition and minimal improvements will
			increase safety for all users
15-20	Fair	Yellow	Sidewalks are in fair condition and moderate improvements are
			needed to increase safety for all users
21-59	Poor	Orange	Sidewalks need major improvements to enable safe use
100	N/A	Pink	No sidewalks on quiet street
>100	N/A	Red	No sidewalks on busy street

### **Recommendations for Improvement**

☐ Adopt and/or strengthen a Complete Streets Plan and/or Comprehensive Sidewalk Policy
☐Clean up graffiti and/or vacant/rundown buildings
☐ Clean up gravel spilling from driveways and/or alleyways
☐Clean up trash/litter
☐ Establish a Sidewalk Committee
☐ Fill in sidewalk gaps that can easily connect pedestrians to current sidewalks
☐ Implement a road diet to reduce the number of thru lanes
☐ Improve signage for drivers and/or pedestrians
☐ Improve the curb ramp slope and/or cross slope
☐ Improve the sidewalk running slope and/or cross slope
☐ Improve the sidewalk surface material and/or condition
☐ Install and/or improve the median/refuge island
☐ Install and/or lengthen time of pedestrian signal
$\square$ Install and/or widen buffers for a feeling of safety from automobiles
$\square$ Install and/or widen the sidewalk to accommodate at least two people side-by-side
☐ Install curb ramps with ADA detectable warning pads
☐ Install more lighting
□ Lower the posted speed limit (mph)
☐ Paint solid, continental, zebra, or ladder crosswalk markings
$\square$ Plant and/or maintain grass, shade trees, and flowers
☐ Provide benches and/or places to rest
☐ Reduce duration of time pedestrians wait to cross at traffic signal
$\square$ Reduce sidewalk interruption from driveways and/or alleyways
$\square$ Remove obstacles and/or hazards that are difficult to traverse
$\square$ Remove obstacles that block and/or interrupt sidewalks
$\square$ Remove parked cars and/or utility poles that block the pedestrian view of traffic
☐ Share driver behavior concerns with law enforcement
☐ Share safety concerns with law enforcement