

WALKABILITY INDEX DATA SHEET:

Street Name _____

Date: _____

Begin Time: _____ A.M. P.M. (Circle One)

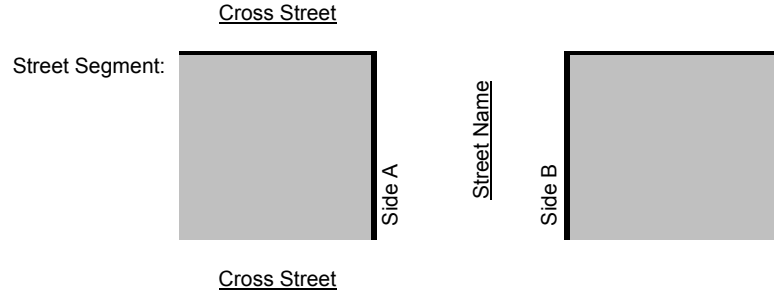
Completed by: _____

Representing: _____

Posted Speed of Street/Road: _____

Transect Zone (Circle One):

T3 T4 T5 T6



WALKABILITY MEASURE

Criterion	Value	Score Side A	Score Side B	Total Score
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STREET DESIGN (MAXIMUM SCORE 30 POINTS)

1 Non-peak hour Free Flow Speed (Vehicles not hindered by stop signal or other slowing/stopping vehicles)

[Note for this measure: If possible, take a minimum of 10 samples; if not possible, take at least 3 samples in 10 minutes]

≤15 mph	10			0
20 mph	8			0
25 mph	6			0
30 mph	4			0
Over 30 mph	0			0
Segment Total				0

2 Pavement Width---curb face to curb face---at Pedestrian Crossing

32' or less	10			0
33' - 42'	8			0
43' to 54'	6			0
55' to 66'	4			0
Over 66'	0			0
Segment Total				0

3 Presence of On-Street Parking (Parallel or Angle Parking)

76% - 100% of Block Face	5			0
51% - 75% of Block Face	4			0
26% - 50% of Block Face	3			0
10% - 25% of Block Face	2			0
No on-street parking	0			0
Segment Total				0

SIDEWALK DESIGN (MAXIMUM SCORE 30 POINTS)

4 Sidewalk Width: Sidewalk width should be appropriate to the built environment (Score for appropriate transect)

T3	T4	T5	T6	Value	Score Side A	Score Side B	Total Score
>5'	>6'	>12'	>20'	5			0
>4' to 5'	>5' to 6'	>8' to 12'	>12' to 20'	3			0
>3' to 4'	>4' to 5'	>5' to 8'	>8' to 12'	2			0
≤3'	≤4'	≤5'	≤8'	0			0
Segment Total							0

5 Pedestrian Connectivity: Distance between intersections or mid-block crossings

300' or less	5			0
301' to 400'	4			0
401' to 500'	3			0
501' to 600'	2			0
Over 600'	0			0
Segment Total				0

6 Presence and quality of pedestrian features (good sidewalk condition; lack of obstacles; ADA compliance; shade trees; street furniture)

High quality	5			0
Moderate quality	3			0
Low quality	2			0
Poor quality or no features	0			0
Segment Total				0

URBAN DESIGN (MAXIMUM SCORE 30 POINTS)

7 Street Enclosure: Ratio of building height to street width [building face to building face]*

<1:1	10			0
1:1 to <1:3	8			0
1:3 to 1:6	6			0
>1:6	0			0
Segment Total				0

* Blocks with center medians or parks should be scored by subtracting the median or park from the street width. E.g., a street with an 8' parking lane and 12' travel lane on both sides of a 30' median would be calculated as a 40' wide street.

8 Land Use Mix: Presence of different land use types, e.g. retail, eating and drinking establishments, hotels and residential units (Score for appropriate transect)

WITHIN 5 MIN WALK		ON BLOCK FACE				Value	Score Side A	Score Side B	Total Score
T3 -T4R	T4-O	T5	T6						
3+	3+	4+	4+	5				0	
2	2	3	3	3				0	
1	1	2	2	2				0	
N/A	N/A	1	1	0				0	
Segment Total								0	

9 Façade Design: Presence of façade arrangements and designs that are attractive to pedestrians*

Small units; many doors (15-20 doors/block face); lots of character	5			0	Alt Ratio**
Small units; many doors (10-14 doors/block face), many details	4			0	.03-.04
Mix of large & small units; (6-9 doors/block face); few details	3			0	.02-.028
Large units; little variation (2-5 doors/block face); few or no details	1			0	.12-.18
Large units; few or no doors (0-1 doors/block face); uniform façade	0			0	.004-.01
Segment Total				0	0.0-.001

*Drawn from *Close Encounters With Buildings*; Jan Gehl, Lotte Johansen Kaefer and Solvejg Reigstad

** Dividing # doors by block length prevents penalizing smaller blocks for having a fewer number of doors.

TRANSIT/BICYCLE FEATURES (MAXIMUM SCORE 10 POINTS)

10 Transit and/or Bicycle Features

Presence of special bus/bicycle features (e.g. bus shelters)	10			0
Presence of bus stops and bicycle racks	8			0
Presence of bus stops or bicycle racks only	6			0
No bus stops or bicycle racks	0			0
Segment Total				0

Walkability Scoring	
90 - 100 points	High Walkability (*****)
70 - 89 points	Very Walkable (****)
50 - 69 points	Moderately Walkable (***)
30 - 49 points	Basic Walkability (**)
20 - 29 points	Minimal Walkability (*)
19 points or less	Uncomfortable/hazardous for Walking (0)

TOTAL SCORE, THIS STREET SEGMENT 0