HPE's Walkability Index – Quantifying the Pedestrian Experience

Richard A. Hall, P.E.

Hall Planning & Engineering, Inc. 322 Beard Street Tallahassee, Florida 32303 rickhall @hpe-inc.com

ABSTRACT

The pedestrian environment is key to walking comfort, safety and activity. This paper outlines the application of ten criteria to determine street segment walkability on a 100 point scale. The walkability index draws from the best thinking and experience about walking/biking and the influence of the physical realm. Walkability Index application experience is summarized for several cities including Savannah, Georgia, and Towson, Maryland.

INTRODUCTION

There are numerous approaches for determining pedestrian level of service. Several in use today focus on the importance of urban design in shaping the pedestrian experience. Some of these are broadly focused, concentrating on district, community or neighborhood scoring. Some utilize complex scoring procedures. HPE's Walkability Index on the other hand achieves a pedestrian level of service score for a street segment. It is easy to understand, and easy to apply. The index has been successfully applied in several cities throughout the U.S. and is constantly refined based on experience.

INDEX APPROACH - TEN WALKABILITY CRITERIA

For its index, HPE carefully selected ten walkability criteria to determine quality of the walkable environment:

- 1. Non-peak hour free flow speed (measured with a speed gun; at least 10 samples recommended)
- 2. Pavement width at each pedestrian crossing (measured curb face to curb face)
- 3. Presence of on-street parking (percent of a block face where on-street parking is provided and in use)
- 4. Sidewalk width (transect sensitive)
- 5. Pedestrian connectivity (distance between street intersections or mid-block crossings)
- 6. Presence and quality of pedestrian features (high quality versus low quality)
- 7. Street enclosure (ratio of building height to street width)

- 8. Land use mix (presence of different---pedestrian attractive---land use types; also transect sensitive)
- 9. Façade design (number of doors and façade character per block face)
- 10. Transit and/or bicycle features (presence of bus shelters, stops, bicycle lockers and bicycle racks)

In the index form, walkability criteria are arranged in check-list style. After scoring in the field, results are tallied in a spreadsheet for comparison. Maximum score is 100 points. Total scores per street segment are graded:

90 - 100	High Walkability (A)
70 - 89	Very Walkable (B)
50 – 69	Moderately Walkable (C)
30 – 49	Basic Walkability (D)
20 – 29	Minimal Walkability (E)
19 points or less	Uncomfortable/hazardous to walking (F)

Why These Walkability Measures?

HPE considers of high importance to walkability (also see **Attachment A**):

STREET DESIGN (MAXIMUM SCORE 30 POINTS)

Non-peak hour free flow speed (measured with a speed gun; at least 10 samples recommended)---Up to 10 points

Traffic speed of 25 mph or less is safe and comfortable for pedestrians and cyclists. Studies have shown a pedestrian struck by a vehicle travelling 20 mph has a 95% chance of survival; but hit at 40 mph, only a 10% chance of survival.¹ Studies also show drivers of vehicles travelling 20 mph or less will likely stop for a pedestrian, but probably will not stop if travelling over 35 mph².

For Walkability Index purposes, "non-peak hour free flow speed" is actual speed, measured with a speed gun during a period of moderate to high pedestrian activity---taken during a period other than the AM, noon, or PM peak hours.

The measure of non-peak hour free flow speed is:

WalkabilityMeasure	Possible Points
≤ 15 mph	10
16-20 mph	8
21-25 mph	6
26-30 mph	4
> 30 mph	0

Pavement width at each pedestrian crossing (measured curb face to curb face)---Up to 10 points

According to pedestrian studies, most pedestrians walk in the neighborhood of 4.0 feet/second (about 3 mph), and elderly persons walk tend to walk more slowly at 3.0 feet/second (roughly 2 mph)³. The narrower the street, the less time a pedestrian is exposed to vehicular traffic and hot asphalt. While walkers can easily negotiate a two-lane, low speed roadway, crossing a wide multi-lane roadway increases exposure to danger and discomfort (Note for this measure: Subtract 10' of width for angled parking)

The measure for pedestrian crossing width—measured from curb face to curb face—is:

Walkability Measure	Possible Points
≤ 30'	10
31 ' - 36 '	8
37' - 40'	6
41' - 60'	4
>60'	0

Presence of on-street parking (percent of a block face where on-street parking is provided and utilized)---Up to 10 Points (total both sides of the street)

On-street parking (either parallel or angle parking) is important, not only to help distribute the parking load, but also to control traffic speed. Parked cars also provide a safety buffer for pedestrians. The measure here is not only the presence of striped parking spaces, but of **occupied** parking spaces.

The measure for on-street parking presence is **occupied** parking spaces on:

Walkability Measure	Possible Points
76% - 100% of the block face	5 each side = 10
51% - 75% of the block face	4 each side = 8
26% - 50% of the block face	3 each side = 6
10% - 25% of the block face	2 each side = 4
No on-street parking	0 each side = 0

SIDEWALK DESIGN (MAXIMUM SCORE 30 POINTS)

Sidewalk width (transect sensitive)---Up to 10 Points (total both sides of the street)

To function properly, sidewalks should be sized to accommodate the walking environment. For example, in an urban core, urban center or general urban transect zone, sidewalks should typically be at least 8 feet wide—and, often, greater width is desirable. In a low density residential environment, a 4 foot wide sidewalk might be sufficient. (see **Attachment B** for transect description)

The measures for sidewalk width are:

	Walka	ability Measure		Possible Points
T3 Sub-urban	T4 General Urban	T5 Urban Center	T6 Urban Core	
>5'	>6'	>12'	>20'	5 each side=10
>4' to 5'	>5' to 6'	>8' to 12'	>12' to 20'	3 each side=6
>3' to 4'	>4' to 5'	>5' to 8'	>8' to 12'	2 each side=4
≤3'	≤4'	≤5'	≤8'	0 each side=0

Pedestrian connectivity (distance between street intersections or mid-block crossings)---Up to 10 points (total both sides of the street)

A high-quality, connected, pedestrian network provides ease of walking and access through short (300' – 400') blocks and/or mid-block pedestrian alleys.

The measure for pedestrian connectivity is distance between intersections or crossblock passages:

Walkability Measure	Possible Points
≤300'	5 each side=10
301' to 400'	4 each side=8
401' to 500'	3 each side=6
501' to 600'	2 each side=4
>600'	0 each side=0

Presence and quality of pedestrian features (high quality versus low quality)---Up to 10 points (total both sides of the street)

This measure considers the presence---or lack of---high quality pedestrian features such as good sidewalk condition, lack of obstacles, ADA compliance, shade trees, and street furniture.

Walkability Measure	Possible Points
High quality	5 each side=10
(High presence of the qualitative measures) Moderate quality	3 each side=6

(Qualitative measures are present, but not to a large extent)

Low quality

(Some, but not many, of the qualitative measures are present)

Poor quality, or no pedestrian features

0 each side=0

URBAN DESIGN (MAXIMUM SCORE 30 POINTS)

Street enclosure (ratio of building height to street width)---Up to 10 points

To provide a comfortable environment for pedestrians, the ratio of building height to street width (**measured from building face to building face**) should provide a feeling of "enclosure". In walkability literature, ideal minimum enclosure ratios range from 1:1 to 1:6.

Building height to street width ratios are:

Walkability Measure

Walkability Measure	Possible Points
<1:1	10
1:1 to <1:3	8
1:3 to 1:6	6
>1:6	0

Land use mix (presence of different---pedestrian attractive---land use types; also transect sensitive)---Up to 10 points (both sides of the street)

Walking is most likely when there is a specific, inviting and easily accessible place to go. The land use mix criterion considers the mix of different kinds of land uses on a block face, such as shopping, eating and drinking, hotel, and residential land uses. Land use mix is scored for the appropriate transect:

The measure for land use mix is the number of different types of land uses per block face:

Possible Points

T4 General Urban	T5 Urban Center	T6 Urban Core	
3+	4+	4+	5 each side=10
2	3	3	3 each side=6
1	2	2	2 each side=4
N/A	1	1	0 each side=0

Façade design (number of doors and façade character per block face)---Up to 10 points

Building facades that are varied, attractive and interesting are also attractive to pedestrians. Blank walls are daunting and tend to discourage walking.

Walkability Measure ⁴	Possible Points
Small units; many doors	5 each side=10
(15-20 doors/block face); lots of character Small units; many doors	4 each side=8
(10-14 doors/block face); many details	0
Mix of large and small units (6-9 doors/block face); few details	3 each side=6
Large units; little variation	1 each side=2
(2-5 doors/block face); few or no details Large units; few or no doors	0 each side=0
(0-1 doors/block face); uniform facade	0 each side-0

TRANSIT/BICYCLE FEATURES (MAXIMUM SCORE 30 POINTS)

Transit and/or bicycle features (presence of bus stops and bicycle racks)---Up to 10 points

Transit and bicycle features assure other non-automotive components of mobility are satisfied. A high-quality transit/bicycle environment will provide for safe travel via slow traffic speed (20 mph or less) and will have appealing transit/bicycle features:

Walkability Measure	Possible Points
Presence of bus stops and bicycle racks	10 points
Presence of bus stops and bicycle racks	5 points
No bus stops or bicycle racks	0 points

APPLICATION EXPERIENCE TO DATE

HPE's Walkability Index has been applied successfully in several communities, and is in a constant state of refinement as lessons learned from each use are employed to make Index adjustments. Notable examples of Walkability Index experience to date include:

Towson, Maryland

The Walkability Index was used during Walkable Townson Plan preparation for Baltimore County, Maryland. Towson has a traditional downtown that once was thriving, but now is a "9 to 5" district dominated by office workers (sound familiar?). Walkable Towson is an effort to transform downtown into a vibrant, pedestrian friendly destination.

To gauge current walkability, Stu Sirota's TND Planning Group design team trained County staff to administer the index. Staff then scored street segments throughout the planning area. Total walkability scores ranged from 11 (uncomfortable/hazardous for walking) to 67 (moderately walkable).

During the Walkable Townson design charrette, the Index was used again to evaluate how recommended changes to land use and the transportation network would affect Walkability Index scores.

In both applications, after Index scores were tallied for each street segment the results were displayed on a map, with street segments colored coded from highest score (green) to lowest (red). (see also **Attachment C**)

Savannah

HPE applied the Walkability Index to Savannah, Georgia's, Broughton Street. In this old section of the city with its extensive grid of pedestrian-oriented streets and appealing destinations, index scores ranged from 72 (very walkable) to 96 (high walkability).

Sarasota

For the City's "Connecting Downtown to the Bayfront" study, TransAssociates applied the Walkability Index to US 41, a currently auto-dominant thoroughfare passing north-south through the heart of Sarasota. Scores ranged from 13 (uncomfortable/hazardous to walking) to 37 (basic walkability).

CONCLUSIONS

An easily applied walkability index can be a valuable assist to the urban design process. It demonstrates improvements that can be made to streets that are now unwalkable. It also aids by guiding the design of new streets to insure walkability.

APPLYING HPE'S WALKABILITY INDEX IN YOUR COMMUNITY

If you are interested in applying HPE's Walkability Index in your community, for an electronic Walkability Index copy in Excel and/or PDF, contact HPE at either (850) 222 – 2277 or by e-mail www.lmoore@hpe-inc.com. HPE asks only that you:

- Provide full contact information for the person who will be administering the Index
- Give Index credit to Hall Planning & Engineering, Inc.
- After administering the Walkability Index, send copies of worksheets and results (scanned or Excel copies) to HPE to assist in data collection and evaluation
- Finally, based on your experience, provide any recommendations you might have for Walkability Index improvement.

If desired, HPE can provide Walkability Index training.

ACKNOWLEDGMENTS

HPE would like to thank the Baltimore County, Maryland, planning staff for their assistance with walkability index application and refinement during the early days of development.

References

¹Durkin, M and T. Pheby. "York: Aiming to be the UK's First Traffic Calmed City." PTRC Education and Research Services, Ltd., London, England, 1992; pp.73-90)

^{2,3} Florida Pedestrian Planning and Design Guidelines. (University of North Carolina Highway

Safety Research Center; for the Florida Department of Transportation, May, 1996; pp. 21-23)

⁴Jan Gehl, Lotte Johansen, Kaefer and Solvejg Reigstad. "Close Encounters with Buildings." Urban Design International, No. 11, 2006.

ATTACHMENT A

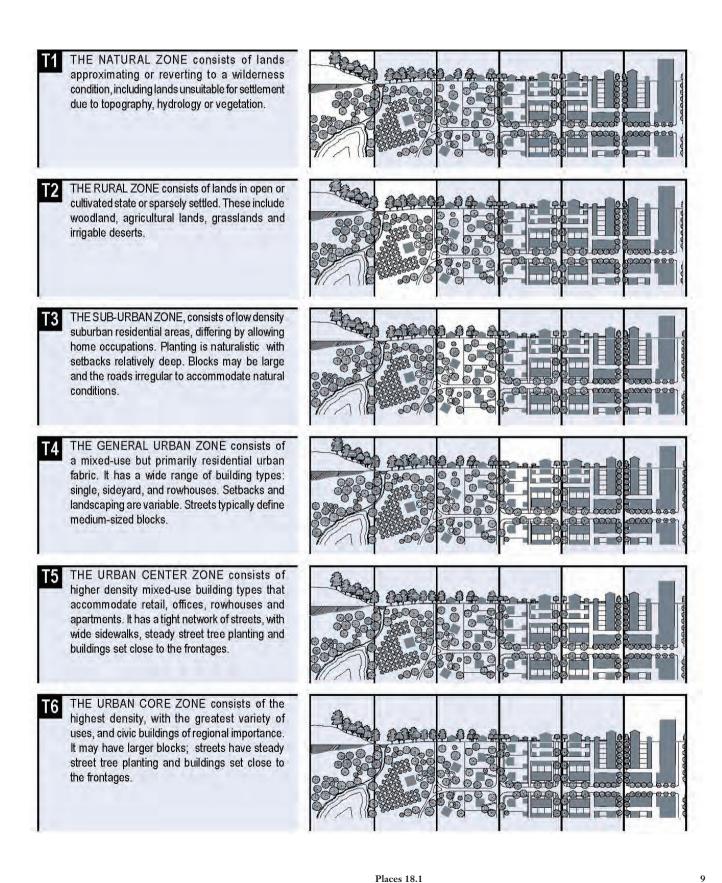
Walkability Index Data Sheet

	of to Last, or Cour	SHEET: n to North]			Name of Cross Street		
Date:	/ /2010	=				ŧ I	
Begin Time:		A.M. P.M. (Circ	le One)			Name of Street Segment	
Completed by:		-			<	eet S	
Representing:			•		Side A	of Stre	
Posted Speed of Street/I	Road:		1		Name of Cross Street	ame	
Transect Zone (Circle O			•			2	
T3	T4	Т5	Т6				
Sub-Urban	General Urban	Urban Center	Urban Core				
WALKABILITY MEA	ASURE Criterior	n		Value	Score Side A	Total Score	Score Side B
STREET DESIGN (MAX	IMUM SCORE 30 F	POINTS)				Total Score	ocore olde b
Non-peak hour Free Flo							in 40 minutes.
[Note for this measure:	If possible, take a	i minimum of 10	samplessome in ∈ ≤15 mph	each direction	on; if not possible, take	at least 3 sampl	es in 10 minutes]
			16-25mph	8			
			26-30 mph	4			
			>30 mph	0	L		I
					Segment Total	10	
Pavement Widthcurb	face to curb face-	exclusive of cu	rb extensions ≤30'	10	_	10	1
			31' - 36'	8	<u> </u>		
			37' - 40'	6			
			41' - 60' >60'	4 0	<u> </u>		
				-			•
					Segment Total	10	
Presence of (Occupied) On-Street Parkin			E			
			0% of Block Face 5% of Block Face	5 4	5		5
		26% - 5	0% of Block Face	3			
			5% of Block Face on-street parking	2 0	\vdash		
			-	-			
					Segment Total	10	_
		30 POINTS)					•
SIDEWALK DESIGN (M	AXIMUM SCORE 3		the built environment	. (0			
SIDEWALK DESIGN (M Sidewalk Width: Sidew	alk width should b			ent (Score fo	or appropriate transect)		
		pe appropriate to T5 >12'	T6 >20'	ent (Score fo	or appropriate transect)		5
Sidewalk Width: Sidew T3 >5' >4' to 5'	alk width should b T4 >6' >5' to 6'	T5 >12' >8' to 12'	T6 >20' >12' to 20'	5 3			5
Sidewalk Width: Sidew T3 >5'	alk width should b T4 >6' >5' to 6' >4' to 5'	T5 >12'	T6 >20' >12' to 20' >8' to 12'	5			5
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4'	alk width should b T4 >6' >5' to 6'	T5 >12' >8' to 12' >5' to 8'	T6 >20' >12' to 20'	5 3 2			5
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4'	alk width should b T4 >6' >5' to 6' >4' to 5'	T5 >12' >8' to 12' >5' to 8'	T6 >20' >12' to 20' >8' to 12'	5 3 2		10	5
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8'	5 3 2 0	Segment Total		
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8' ctions or mid-block 300' or less	5 3 2 0	Segment Total		5
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8'	5 3 2 0	Segment Total with pedestrian linkage		
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8' ctions or mid-block 300' or less 301' to 400' 401' to 500' 501' to 600'	5 3 2 0 crossings v 5 4 3 2	Segment Total with pedestrian linkage		
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8' ctions or mid-block 300' or less 301' to 400' 401' to 500'	5 3 2 0 0 crossings v 5 4 3	Segment Total with pedestrian linkage		
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8' ctions or mid-block 300' or less 301' to 400' 401' to 500' 501' to 600'	5 3 2 0 crossings v 5 4 3 2	Segment Total with pedestrian linkage		
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3' Pedestrian Connectivit	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5'	T6 >20' >12' to 20' >8' to 12' ≤8' ctions or mid-block 300' or less 301' to 400' 401' to 500' 501' to 600' Over 600'	5 3 2 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total	10	5
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3'	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5' en street intersed res (good sidewa	T6 >20' >12' to 20' >8' to 12' ≤8' ctions or mid-block 300' or less 301' to 400' 401' to 500' 501' to 600' Over 600'	5 3 2 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total	10	5
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3' Pedestrian Connectivit	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5' en street intersed res (good sidewa	T6	5 3 2 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total Segment Total	10	5 ; street furniture)
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3' Pedestrian Connectivit	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5' en street intersed res (good sidewa	T6	5 3 2 0 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total Segment Total	10	5 ; street furniture)
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3' Pedestrian Connectivit	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5' en street intersed res (good sidewa	T6	5 3 2 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total Segment Total	10	5 ; street furniture)
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3' Pedestrian Connectivit	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5' en street intersed res (good sidewa	T6	5 3 2 0 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total Segment Total 5 ADA compliance; shad	10 10 de trees; lighting	5 ; street furniture)
Sidewalk Width: Sidew T3 >5' >4' to 5' >3' to 4' ≤3' Pedestrian Connectivit	alk width should b T4 >6' >5' to 6' >4' to 5' ≤4'	T5 >12' >8' to 12' >5' to 8' ≤5' en street intersed res (good sidewa	T6	5 3 2 0 0 crossings v 5 4 3 2 0	Segment Total with pedestrian linkage 5 Segment Total Segment Total	10	5 ; street furniture)

				Value	Score Side A	Total Score	Score Side B
LIDDAN DESIGN (M	AXIMUM SCORE 30 I	DOINTS)					
7 Street Enclosure: R			[building face to b	uilding fa	ice]		
			<1:1	10		10]
			1:1 to <1:3 1:3 to 1:6	8			4
			>1:6	6 0	-		1
				ŭ	<u>L</u>		
					Segment Total	10	<u>-</u>
8 Land Use Mix: Pres		d use types, e.g. r	retail, eating and d	rinking es	stablishments, offic	es, hotels and resi	dential units
(Score for appropri	ate transect) T4	Т5	Т6				
	3+	4+	4+	5	5		5
	2	3	3	3			
	1	2	2	2			
	N/A	1	1	0			
					Segment Total	10	_
O Face de Basieure Bu				4 4	_	10	-
9 Façade Design: Pr					pedestrians*	10	- 5
	esence of façade arra nall building fronts; 15- Small building fronts;	20 doors/block fac	e; lots of character	ractive to 5 4	_	10	5
Sn Mix of lai	nall building fronts; 15- Small building fronts; rge & small building fro	20 doors/block fac 10-14 doors/block onts; 6-9 doors/block	ee; lots of character face, many details ck face; few details	5 4 3	pedestrians*	10	5
Sn Mix of lai	nall building fronts; 15- Small building fronts; rge & small building fro fronts; little variation; 2	20 doors/block fac 10-14 doors/block onts; 6-9 doors/block -5 doors/block fac	e; lots of character face, many details ck face; few details e; few or no details	5 4 3 1	pedestrians*	10	5
Sn Mix of lai	nall building fronts; 15- Small building fronts; rge & small building fro	20 doors/block fac 10-14 doors/block onts; 6-9 doors/block -5 doors/block fac	e; lots of character face, many details ck face; few details e; few or no details	5 4 3	pedestrians*	10	5
Sn Mix of lai	nall building fronts; 15- Small building fronts; rge & small building fro fronts; little variation; 2	20 doors/block fac 10-14 doors/block onts; 6-9 doors/block -5 doors/block fac	e; lots of character face, many details ck face; few details e; few or no details	5 4 3 1	pedestrians*	10	5
Sn Mix of lai	nall building fronts; 15- Small building fronts; rge & small building fro fronts; little variation; 2	20 doors/block fac 10-14 doors/block onts; 6-9 doors/block -5 doors/block fac	e; lots of character face, many details ck face; few details e; few or no details	5 4 3 1	pedestrians*	10	5
Sn Mix of lan Large building	nall building fronts; 15- Small building fronts; rge & small building fro fronts; little variation; 2	20 doors/block fac 10-14 doors/block ntts; 6-9 doors/block -5 doors/block fac 0-1 doors/block fa	ee; lots of character face, many details ck face; few details e; few or no details ace; uniform façade	5 4 3 1 0	pedestrians* 5 Segment Total	<u> </u>	5
Sn Mix of lar Large building *Drawn from <i>Close En</i>	nall building fronts; 15- Small building fronts; rge & small building fro fronts; little variation; 2 Large building fronts;	20 doors/block fac 10-14 doors/block 10-15 doors/block 1-5 doors/block fac 0-1 doors/block fac Jan Gehl, Lotte Joh	ee; lots of character face, many details ck face; few details e; few or no details ice; uniform façade	5 4 3 1 0	pedestrians* 5 Segment Total	<u> </u>	5
Mix of lan Large building *Drawn from Close Enc TRANSIT/BICYCLE	nall building fronts; 15- Small building fronts; rge & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings;	20 doors/block fac 10-14 doors/block 10-15 doors/block 1-5 doors/block fac 0-1 doors/block fac Jan Gehl, Lotte Joh	ee; lots of character face, many details ck face; few details e; few or no details ice; uniform façade	5 4 3 1 0	pedestrians* 5 Segment Total	<u> </u>	5
Sn Mix of lan Large building *Drawn from <i>Close End</i> *TRANSIT/BICYCLE 0 Transit and/or Bicy	nall building fronts; 15- Small building fronts; gre & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block -5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh	ee; lots of character face, many details ck face; few details e; few or no details ec; uniform façade	5 4 3 1 0	pedestrians* 5 Segment Total	<u> </u>	5
Sn Mix of lan Large building *Drawn from <i>Close End</i> *TRANSIT/BICYCLE 0 Transit and/or Bicy	mall building fronts; 15- Small building fronts; ge & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features pecial bus/bicycle featu- Pre:	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block 1-5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh JM SCORE 10 PO tres (e.g. bus shelt sence of bus stops	te; lots of character face, many details ck face; few details e; few or no details e; few or no details ice; uniform façade ansen Kaefer and Soluints) ters & bike lockers) and bicycle racks	5 4 3 1 0	pedestrians* 5 Segment Total	10	5
Sn Mix of lan Large building *Drawn from <i>Close End</i> *TRANSIT/BICYCLE 0 Transit and/or Bicy	mall building fronts; 15- Small building fronts; ge & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features pecial bus/bicycle featu- Pre:	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block 1-5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh. JM SCORE 10 PO ures (e.g. bus shelt sence of bus stops ice of bus stops or	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	pedestrians* 5 Segment Total	10	5
Sn Mix of lan Large building *Drawn from <i>Close End</i> *TRANSIT/BICYCLE 0 Transit and/or Bicy	mall building fronts; 15- Small building fronts; ge & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features pecial bus/bicycle featu- Pre:	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block 1-5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh. JM SCORE 10 PO ures (e.g. bus shelt sence of bus stops ice of bus stops or	te; lots of character face, many details ck face; few details e; few or no details e; few or no details ice; uniform façade ansen Kaefer and Soluints) ters & bike lockers) and bicycle racks	5 4 3 1 0 vejg Reigst	pedestrians* 5 Segment Total	10	5
Mix of lan Large building *Drawn from Close En TRANSIT/BICYCLE 0 Transit and/or Bicy Presence of sp	mall building fronts; 15- Small building fronts; ge & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features pecial bus/bicycle featu- Pre:	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block 1-5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh. JM SCORE 10 PO ures (e.g. bus shelt sence of bus stops ice of bus stops or	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	Segment Total	10	5
Mix of lan Large building *Drawn from Close En TRANSIT/BICYCLE 0 Transit and/or Bicy Presence of sp Walkability Scoring	nall building fronts; 15- Small building fronts; ge & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features pecial bus/bicycle featu- Pre- Preser	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block -5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh JM SCORE 10 PO ures (e.g. bus shelt sence of bus stops nce of bus stops No bus stop	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	pedestrians* 5 Segment Total	10	5
Mix of lat Large building *Drawn from Close Ent TRANSIT/BICYCLE 0 Transit and/or Bicy Presence of sp Walkability Scoring 90 - 100 points	nall building fronts; 15- Small building fronts; gre & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMU cle Features becial bus/bicycle featu Preser	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block -5 doors/block fac 0-1 doors/block fa Jan Gehl, Lotte Joh JM SCORE 10 PO ures (e.g. bus shelt sence of bus stops nce of bus stops No bus stop	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	Segment Total Segment Total	10	
*Drawn from Close End *TRANSIT/BICYCLE Transit and/or Bicy Presence of sp Walkability Scoring 90 - 100 points 70 - 89 points	nall building fronts; 15- Small building fronts; gre & small building fronts; gre & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMUCLE Features) pecial bus/bicycle features Preser High Walkability (A) Very Walkable (B)	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block -5 doors/block fac 0-1 doors/block fac 0-1 doors/block fac UM SCORE 10 PO ures (e.g. bus shelt sence of bus stops no bus stops No bus stop	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	Segment Total Segment Total	10	
*Drawn from Close End *Drawn from Close End *TRANSIT/BICYCLE *Transit and/or Bicy Presence of sp Walkability Scoring 90 - 100 points 70 - 89 points 50 - 69 points	nall building fronts; 15- Small building fronts; gre & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; counters With Buildings; FEATURES (MAXIMUCLE Features) Decial bus/bicycle features Preser High Walkability (A) Very Walkable (B) Moderately Walkable	20 doors/block fac 10-14 doors/block ints; 6-9 doors ints; 6-9	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	Segment Total Segment Total	10 10 10 WALKABILITY	
*Drawn from Close End *TRANSIT/BICYCLE Transit and/or Bicy Presence of sp Walkability Scoring 90 - 100 points 70 - 89 points	nall building fronts; 15- Small building fronts; gre & small building fronts; gre & small building fro fronts; little variation; 2 Large building fronts; counters With Buildings; FEATURES (MAXIMUCLE Features) pecial bus/bicycle features Preser High Walkability (A) Very Walkable (B)	20 doors/block fac 10-14 doors/block nts; 6-9 doors/block -5 doors/block fac 0-1 doors/block fac 0-1 doors/block fac understand the second of	te; lots of character face, many details ck face; few details e; few or no details ice; uniform façade ansen Kaefer and Solunts) ters & bike lockers) is and bicycle racks bicycle racks only	5 4 3 1 0 vvejg Reigst	Segment Total Segment Total	10	

ATTACHMENT B

Transect Description



ATTACHMENT C

Walkability Mapping Example

