

## Site audit prompts

### LAND USE, BUILDINGS, & PUBLIC SPACE

1. Land use character, recent changes
2. What are the access and parking demands of the surrounding land uses?
3. Land uses that cause physical or other barriers?
4. Land use relate well to
  - Street function
  - Sidewalk width/use
  - Street/landscape
  - Parking (on or off-street, auto or bike, loading)
5. Setback proportional to street width and building height
6. Non-movement spaces:
  - place to sit or stand and talk
  - sidewalk sales
  - sidewalk café
  - public spaces
7. Continuous street wall?
8. Infill potential?
9. Wayfinding signs, banners, neighborhood identity

### WALKWAYS

1. Straight and continuous
2. Driveways consolidated, narrow, raised to sidewalk level
3. Can three people walk together on sidewalk? Or wider?

4. Separated from street by parked cars, curbs or clearance
5. Space for sidewalk furniture, storefronts, more people, trees?
6. Not obstructed by utilities
7. Cross slopes not to exceed 1:48
8. Street lighting illuminate the sidewalk

### STREET CROSSINGS

#### Design walking

- quick gait (5 fps)
  - slower walker (3 fps)
1. Crossings along desire lines, even midblock
  2. Crossings at all legs of intersection
  3. Short crossing distances
  4. Vehicle turn speed during crossings
  5. Crossings and waiting area within sight triangle
  6. Align crossings with paths, alleys, entrances
  7. Median or refuge, min. 6 feet
  8. Curb ramp width of crosswalk
  9. Level landing at top of curb ramp, flush transition at gutter, no ponding at base of ramp
  10. How are uncontrolled crossings accounted for?

# DESIGNING FACILITIES FOR NON-MOTORISED TRANSPORT USERS

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## CYCLEWAYS

### Design Cycling

- 2 teenagers riding together
  - Fast commuter
1. Low speed, low volume = simple facilities, cyclists merge with traffic
  2. High speed, high volume = bike lanes, cycle tracks
  3. Route cyclists through intersections or conflict points
  4. Bike boxes and mixing zones
  5. Design addresses:
    - Right hook turns
    - Dooring
    - Hit from behind
    - Skinny tires
  6. Bike parking in visible locations and near destinations

## PUBLIC TRANSPORT

- Low speed, high volume = bus bulbs
  - High speed, low volume = bus bays
1. Do bus drivers pull over at bus stop?
  2. What do cyclists do when bus is at bus stop?
  3. Transit stops located to minimize walking distances
  4. Paved area at front and back doors
  5. Shelters

## SIGNALS

1. Predictable/natural signal phasing
2. Short cycle length to minimize delay
3. Pedestrian interval in every cycle
4. Fixed-time signals

5. Visible signal heads, esp. to cyclists
6. Limit turns on red
7. Lagging turns over leading
8. Leading pedestrian/bike/transit intervals
9. Accessible Pedestrian Signals
10. Signal hardware not obstruct pedestrians or visibility

## MOTOR VEHICLES

### Design Vehicle

- Turning speed: 15 mph
  - Turns: 95th percentile truck/bus
  - Control: fire truck (can mount sidewalk)
1. Approach lanes = departure lanes, mirror turn lanes with medians
  2. Effective turning radius
  3. Convert excess asphalt to median, island, sidewalk, etc.
  4. Square off skews
  5. Lane widths proportional to overall width
  6. Clearly guide drivers
  7. Stop lines
  8. Curb extensions at parking
  9. Parking lanes different color/texture
  10. Off-street parking visible and prominent

