

Observers Training



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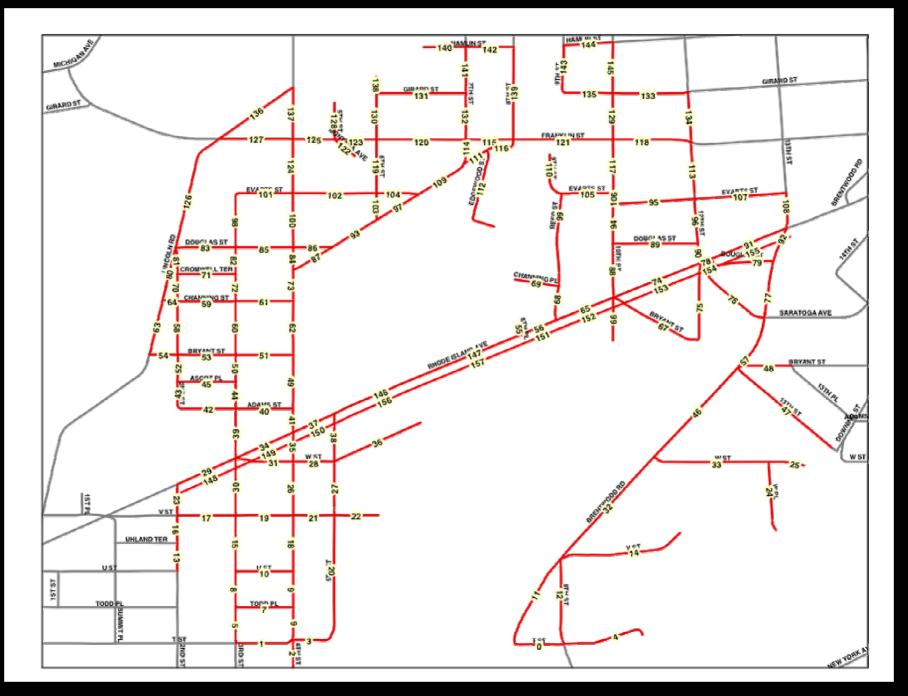
Session Outline

- Introduction
- Street Segments & Survey Procedure
- Detailed Description of Each Question
- Practice Segments
- Discussion & Conclusion

Street Segments and Survey Procedure



Segment ID#	Street Name	Street Type	FRADDL	TOADDL	FRADDR	TOADDR	Length	Surveyed
1	Amherst	Rd	4750	4798	4709	4799	85	
2			0	0	0	0	346	
3	Amherst	Rd	0	0	4703	4707	220	
4	Rhode Island	Ave	6700	6798	6701	6799	329	
5	Amherst	Rd	4700	4748	0	0	38	
6	Darthmouth	Ave	6800	6818	6801	6819	43	
7	Darthmouth	Ave	6820	6898	6821	6899	169	
8			0	0	0	0	123	
9	Queens Chapel	Rd	6712	6714	0	0	276	
	Baltimore	Ave	6762	6798	6763	6799	366	
11	Pineway		6800	6820	6715	6813	211	
	Baltimore	Ave	6800	6898	6801	6899	257	
	Beechwood	Rd	4500	4598	4501	4599	398	
	Rhode Island	Ave	6800	6898	6801	6899	365	
	Beechwood	Rd	4408	4410	4411	4415	214	
16	Rhode Island	Ave	6900	6906	6901	6903	297	
	Wake Forest	Dr	6900	6902	0	0	357	
	Clemson	Rd	4600	4698	4601	4699	627	
	Baltimore	Ave	6900	6906	6901	6905	402	
	Drexel	Rd	4800	4898		4899	287	
21	Drexel	Rd	4710	4798	4711	4799	371	
22	Rhode Island	Ave	6908	6998	6905	6999	304	
	Wake Forest	Dr	6904	6998	6901	6999	329	
	Drexel	Rd	4600	4698	4601	4699	686	
25	Baltimore	Ave	6908	6998	6907	6999	291	
	Carleton	Ter	6900	6998	6901	6999	686	
27	Darthmouth	Ave	7000	7002	7001	7003	235	
28	Erskine	Rd	4800	4898	4801	4899	545	
29	Bowdoin	Ave	7000	7098	7001	7099	123	
30	Rhode Island	Ave	7000	7096	7001	7005	255	
	Darthmouth	Ave	7004	7098	7005	7099	73	
	Fordham	Rd	4612	4698	4615	4699	213	
	Wake Forest	Dr	7000	7006	7001	7005	255	
	Fordham	Rd	4600	4610	4601	4613	473	
	Bowdoin	Ave	7100	7198	7101	7199	113	
	Pineway		0	0	6931	6933	227	
37			0	0	0	0	611	
38			0	0	0	0	359	



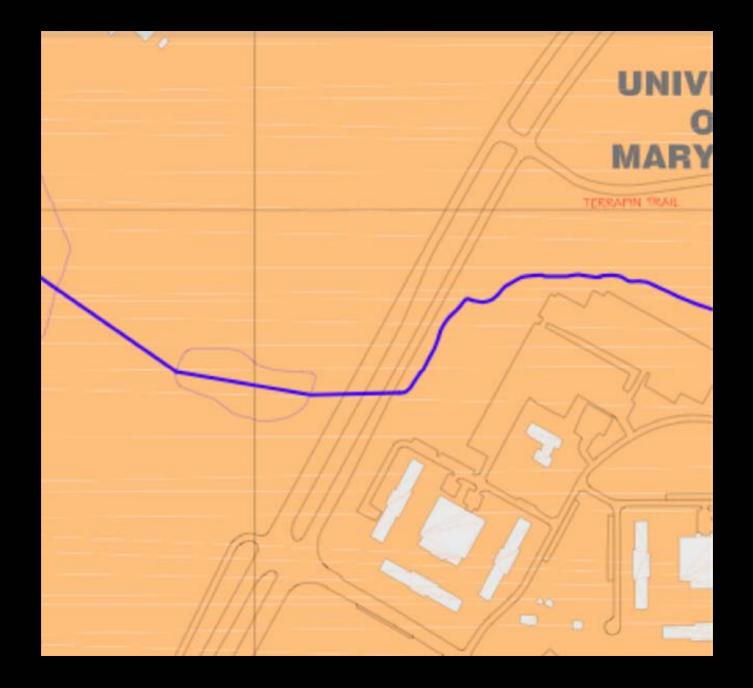
Detailed Description of Each Question

Questionnaire Sections

- ID Info
- Section O: Segment Type
- Section A: Environment
- Section B: Pedestrian Facility
- Section C: Road Attributes
- Section D: Walking/Cycling Environment
- Section SA: Subjective Assessment

Type of Segment

- Low Volume Road
- High Volume Road
- Pedestrian Path



Section A: Environment

Types of Buildings/Features

- Housing Single Family
- Housing Multi Family
- Housing Mobile Home
- Office/Institutional
- Commercial/Restaurant
- Industrial
- Vacant/Undeveloped
- Recreation

check all that apply

Q1 - Types of Buildings/Features Single Family Multi Family



Q1 - Types of Buildings/Features Mobile Homes



Q1 - Types of Buildings/Features Office/Institutional Commercial





Q1 - Types of Buildings/Features Vacant Recreation



Slope

- Flat
- Slight Hill
- Steep Hill

Q2 - Slope Flat



Q2 - Slope Slight Hill



Q2 - Slope Steep Hill

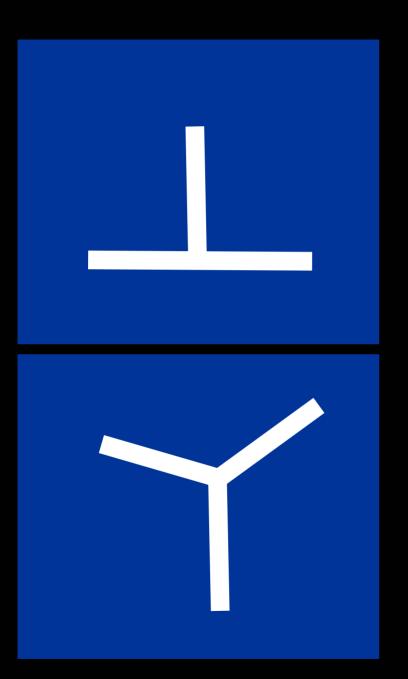


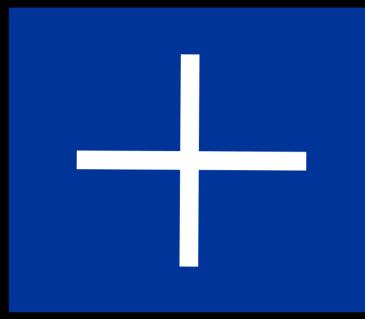


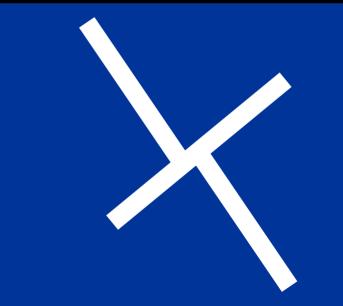
Segment Intersections

- Segment has 3 way intersection
- Segment has 4 way intersection
- Section has other intersection
- Section has deadend, but path continues
- Segment has deadend
- Segment has no intersections

check all that apply









Section B: Pedestrian Facility

Note: skip if none present

Type(s) of Pedestrian Facility

- Footpath (worn dirt path)
- Paved Trail
- Sidewalk
- Pedestrian Street (closed to cars)

Q4 - Pedestrian Facility No Path



Q4 - Pedestrian Facility Trail/Footpath



Q4 - Pedestrian Facility Paved Trail



Q4 - Pedestrian Facility Sidewalk



Q4 - Pedestrian Facility Pedestrian Street



NOTE:

The rest of the questions in section B refer to the BEST pedestrian facility in the segment.

Path Material

- Asphalt
- Concrete
- Paving Bricks or Stone
- Gravel
- Dirt or Sand

check all that apply

Q5 - Path Material Asphalt



Q5 - Path Material Concrete



Q5 - Path Material Paving Bricks or Stone



Q5 - Path Material Gravel



Q5 - Path Material Dirt or Sand



Path Condition/Maintenance

- Poor (many bumps, cracks, holes and weeds)
- Fair (some bumps, cracks, holes and weeds)
- Good (very few bumps, cracks, holes and weeds)
- Under Repair

Q6 - Path Condition/Maintenance Poor



Q6 - Path Condition/Maintenance Fair



Q6 - Path Condition/Maintenance Good



Path Obstructions

- Poles or Signs
- Parked Cars
- Trees/Greenery
- Garbage Cans
- Other
- None

check all that apply

Q7 - Path Obstructions



Buffers Between Road and Path

- Fence
- Trees
- Hedge
- Landscape
- Grass
- None

check all that apply

Q8 - Buffers Fence Hedges



Q8 - Buffers Landscape Grass



Q8 - Buffers Trees and Grass



Path Distance from Curb

- At Edge
- < 5 feet
- > 5 feet

Q9 - Distance from Curb



Sidewalk Width

- < 4 feet
- 4 to 8 feet
- > 8 feet

Q10 - Sidewalk Width

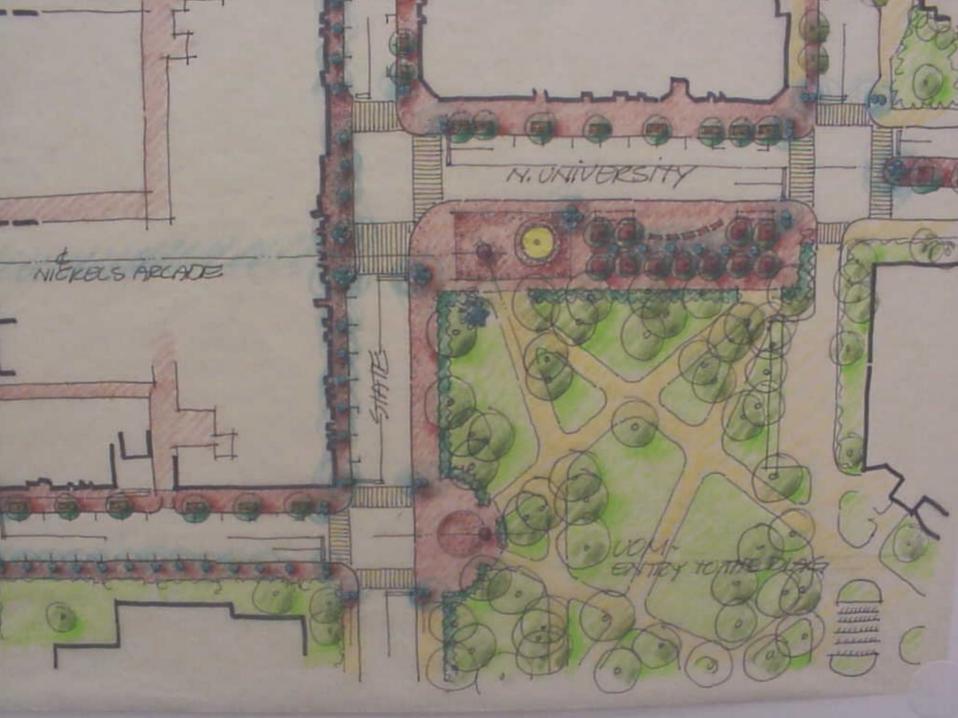


Curb Cuts

- None
- 1 to 4
- More than 4

Q11 - Curb Cuts





Sidewalk Completeness/Continuity

- Sidewalk is Complete
- Sidewalk is Incomplete

Q12 - Sidewalk Completeness/Continuity



A complete sidewalk is one that does not end WITHIN the segment that is being observed.

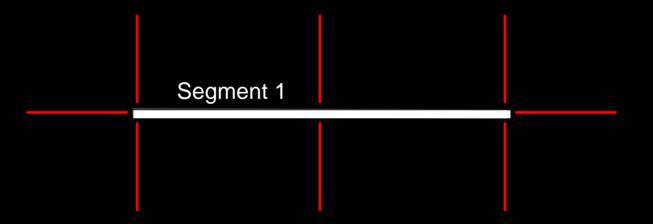
This sidewalk is incomplete.



Connectivity to Other Sidewalks

Q13 - Sidewalk Connectivity

The number of connections the segment has to crosswalks and other sidewalks



Q13 - Sidewalk Connectivity



Section C: Road Attributes (Skip if ped path only)

Road Condition

- Poor (many bumps, cracks and holes)
- Fair (some bumps, cracks and holes)
- Good (very few bumps, cracks and holes)
- Under Repair

Q14 - Road Condition Poor



Q14 - Road Condition Fair



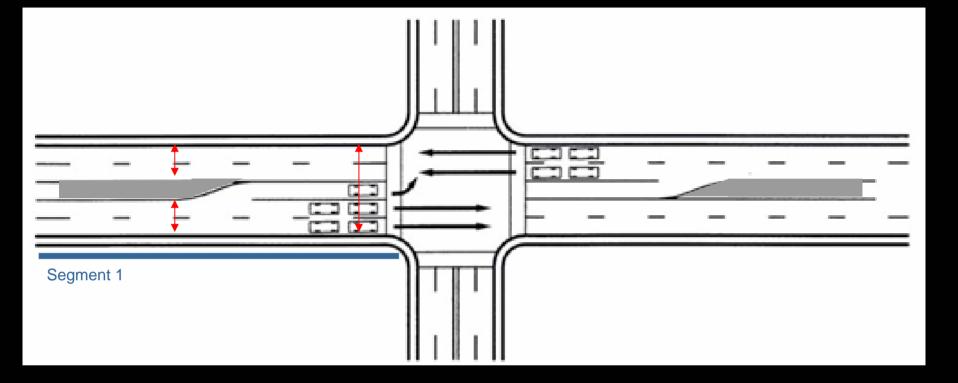
Q14 - Road Condition Good



Number of Lanes

Q15 - Number of Lanes to Cross





Minimum lanes to cross: 4

Maximum lanes to cross: 5

Posted Speed Limit in Segment

- No Speed Limit Posted
- Posted Speed Limit (in mph) _____



On Street Parking

- Parallel or Diagonal
- None

Note: If pavement is unmarked, check only if cars are parked

Q17 - On Street Parking Parallel Diagonal



Off Street Parking Spaces

0-5	6-25	26+



Do you have to walk through a parking lot to get to most buildings?

- Yes
- No



Presence of med-hi volume driveways

- < 2
- 2 to 4
- > 4

Q20 - Driveways



Q20 - Driveways



Traffic Control Devices

- Traffic Light
- Stop Sign
- Traffic Circle
- Speed Bump
- Chicane or Choker
- None

check all that apply

Q21 - Traffic Control Devices: Traffic Light Stop Sign



Q21 - Traffic Control Devices: Traffic Circle Speed Bump





Q21 - Traffic Control Devices: Chicane Choker





Crosswalks

- None
- 1 to 2
- 3 to 4
- > 4



Crossing Aids

- Yield to pedestrian paddle
- Pedestrian Signal
- Median/Traffic Island
- Curb Extension
- Overpass/Underpass
- Pedestrian Crossing Street Sign
- Flashing Warning
- Share the Road Sign
- None

check all that apply

Q23 - Crossing Aids: Yield to Ped Paddle



Q23 - Crossing Aids: Pedestrian Signal



Q23 - Crossing Aids: Median/Traffic Island Curb Extension



Q23 - Crossing Aids: Overpass



Q23 - Crossing Aids: Ped Crossing Street Sign Flashing Warning





Bicycle Facilities

- Bicycle Route Sign
- Striped Bicycle Lane Designation
- Visible Bicycle Parking Facility
- Bicycle Crossing Warning
- None

check all that apply



Q24 - Designated Bikeway



Section D: Walking/Cycling Environment

Roadway/Path Lighting

- Road-oriented Lighting
- Pedestrian Scale Lighting
- Other Lighting
- No Lighting

Streetlights





Amenities

- Garbage Cans
- Bench
- Water Fountain
- Street Vendor/Vending Machine
- None

check all that apply



Presence of Wayfinding Aids

- No
- Yes



Number of Trees Shading Walking Area

- None or Very Few
- Some
- Many/Dense

Q28 - Number of Trees: None or Very Few



Q28 - Number of Trees: Some



Q28 - Number of Trees: Many/Dense



Degree of Enclosure

- Little or No Enclosure
- Some Enclosure
- High Enclosure

Q29 - Degree of Enclosure: Little or none



Q29 - Degree of Enclosure: Some enclosure



Q29 - Degree of Enclosure: High Enclosure



Powerlines Along Segment

- Low Voltage/Distribution Line
- High Voltage/Transmission Line
- None

Q30 - Powerlines Along Segment: High Voltage Low Voltage



Overall Cleanliness and Building Maintenance

- Poor (much litter/graffiti/broken facilities)
- Fair (few litter/graffiti/broken facilities)
- Good (no or almost no litter/graffiti/broken facilities)

Q31 - Cleanliness: Poor



Q31 - Cleanliness: Fair



Q31 - Cleanliness Good



Articulation

- Little or No Articulation
- Some Articulation
- High Articulation

Q32 - Building Articulation: Little or No Articulation



Q32 - Building Articulation: Some Articulation



Q32 - Building Articulation: Highly Articulated









Building Setbacks from Sidewalk

- At Edge of Sidewalk
- Within 20 feet of Sidewalk
- More than 20 feet from Sidewalk

Q33 - Building Setback: At Edge of Sidewalk



Q33 - Building Setback: Within 20 Feet of Sidewalk



Q33 - Building Setback: More than 20 Feet from Sidewalk



Building Height

- Short
- Medium
- Tall

Q34 - Building Height: Short



Q34 - Building Height: Medium



Q34 - Building Height: Tall











Bus Stops

- Bus Stop with Shelter
- Bus Stop with Bench
- Bus Stop with Sign Only
- None

Q35 - Transit Facilities: Shelter



Q35 - Transit Facilities: Bus stop with bench



Q35 - Transit Facilities: Bus stop with sign only



Section SA: Subjective Assessment

Scale

- 1 = Strongly Agree
- 2 = Agree
- 3 = Disagree
- 4 = Strongly Disagree

Subjective Questions

- Segment is Attractive for Walking
- Segment is Attractive for Cycling
- Segment is Safe for Walking
- Segment is Safe for Cycling

























Practice Segments

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Q & A

Conclusion



Special Thanks to Suzanne Akkoush for her assistance and to Reid Ewing & Otto Clemente for use of their street segment movies.

Some photographs used courtesy of www.pedbikeimages.org

