

# MAPS FULL DATA DICTIONARY

## 1. Data Entry Dictionary: variable names and item-level coding

### Route: Destinations and Land Use Section

Item	Item Content	Coding
LU1	How is audit information collected?	Foot (walked route) = 1 Auto (drove route) = 2 Both = 3
LU2a	What parking facilities are present? None	No = 0 Yes = 1
LU2b	What parking facilities are present? On-street, parallel, or angled	No = 0 Yes = 1
LU2c	What parking facilities are present? Small lot or garage	No = 0 Yes = 1
LU2d	What parking facilities are present? Med to large lot or garage	No = 0 Yes = 1
LU3a	Single family homes	No = 0 Yes = 1
LU3b	Multi-unit homes (duplex,4plx)	No = 0 Yes = 1
LU3c	Apartments or condominiums	No = 0 Yes = 1
LU3d	Apartments above street retail	No = 0 Yes = 1
LU3e	Retirement/Senior living facility	No = 0 Yes = 1
LU3f	Other	No = 0 Yes = 1
LU4	How many non-residential buildings are adjacent to the pedestrian walkway or sidewalk and/or street?	0% = 1 1-33% = 2 34-66% = 3 67-99% = 4 100% = 5 N/A (all residential) = 6 N/A (no walkway) = 7
LU5	How many of the non-residential buildings have parking lots or drives between the pedestrian walkway or sidewalk along the street and their entrances?	0% = 1 1-33% = 2 34-66% = 3 67-99% = 4 100% = 5 N/A (all residential) = 6 N/A (no walkway) = 7
LU6a	Food-related uses: Fast food restaurant	0 = 0 1 = 1 2+ = 2
LU6b	Food-related uses: Sit-down restaurant	0 = 0 1 = 1 2+ = 2

LU6c	Food-related land uses: Grocery/supermarket	0 = 0 1 = 1 2+ = 2
LU6d	Food-related land uses: Convenience store (incl. gas station)	0 = 0 1 = 1 2+ = 2
LU6e	Food-related uses: Café or coffee shop	0 = 0 1 = 1 2+ = 2
LU6f	Food-related land uses: Liquor/alcohol store	0 = 0 1 = 1 2+ = 2
LU6g	Food-related uses: Big box store	0 = 0 1 = 1 2+ = 2
LU6h	Food-related uses: Specialty food store	0 = 0 1 = 1 2+ = 2
LU6i	Retail and service-oriented land uses: Pharmacy or drug store	0 = 0 1 = 1 2+ = 2
LU6j	Retail and service-oriented land uses: Bank or credit union	0 = 0 1 = 1 2+ = 2
LU6k	Retail and service-oriented land uses: Health-related professional	0 = 0 1 = 1 2+ = 2
LU6l	Retail and service-oriented land uses: Entertainment	0 = 0 1 = 1 2+ = 2
LU6m	Retail and service-oriented land uses: Other service	0 = 0 1 = 1 2+ = 2
LU6n	Retail and service-oriented land uses: Other retail	0 = 0 1 = 1 2+ = 2
LU6o	Government or community land use: Health or social services	0 = 0 1 = 1 2+ = 2
LU6p	Government or community land use: Library/museums	0 = 0 1 = 1 2+ = 2
LU6q	Government or community land use: Post office	0 = 0 1 = 1 2+ = 2
LU6r	Government or community land use: Senior center	0 = 0 1 = 1 2+ = 2

LU6s	Government or community land use: Place of worship	0 = 0 1 = 1 2+ = 2
LU6t	Government or community land use: School	0 = 0 1 = 1 2+ = 2
LU6u	Other land use: Warehouse/factory/industrial	0 = 0 1 = 1 2+ = 2
LU6v	Other land use: Abandoned building	0 = 0 1 = 1 2+ = 2
LU6w	Other land use: Unmaintained lot/field	0 = 0 1 = 1 2+ = 2
LU6x	Other land use: Casino	0 = 0 1 = 1 2+ = 2
LU6y	Recreational land use: Community garden	0 = 0 1 = 1 2+ = 2
LU6z	Recreational land use: Private indoor	0 = 0 1 = 1 2+ = 2
LU6aa	Recreational land use: Public indoor	0 = 0 1 = 1 2+ = 2
LU6ab	Recreational land use: Private outdoor	0 = 0 1 = 1 2+ = 2
LU6ac	Recreational land use: Public outdoor pay	0 = 0 1 = 1 2+ = 2
LU6ad	Recreational land use: Public park	0 = 0 1 = 1 2+ = 2
LU7a	Shopping centers: Shopping mall	No = 0 Yes = 1
LU7b	Shopping centers: Strip mall	No = 0 Yes = 1
LU7c	Shopping centers: Shopping arcade	No = 0 Yes = 1

### Route: Streetscape Section

Item	Item Content	Coding
SS1a	Number of public transit stops: Bus stops	#
SS1b	Number of public transit stops: senior transit/paratransit	#

SS2_1a	Transit stop #1: Route #	text
SS2_1b	What is available at each transit stop? Transit stop #1 Bench	No = 0 Yes = 1
SS2_1c	What is available at each transit stop? Transit stop #1 Covered shelter	No = 0 Yes = 1
SS2_1d	What is available at each transit stop? Transit stop #1 Timetable	No = 0 Yes = 1
SS2_2a	Transit stop #2: Route #	text
SS2_2b	What is available at each transit stop? Transit stop #2 Bench	No = 0 Yes = 1
SS2_2c	What is available at each transit stop? Transit stop #2 Covered shelter	No = 0 Yes = 1
SS2_2d	What is available at each transit stop? Transit stop #2 Timetable	No = 0 Yes = 1
SS2_3a	Transit stop #3: Route#	Text
SS2_3b	What is available at each transit stop? Transit stop #3 Bench	No = 0 Yes = 1
SS2_3c	What is available at each transit stop? Transit stop #3 Covered shelter	No = 0 Yes = 1
SS2_3d	What is available at each transit stop? Transit stop #3 Timetable	No = 0 Yes = 1
SS2_4a	Transit stop #4: Route#	Text
SS2_4b	What is available at each transit stop? Transit stop #4 Bench	No = 0 Yes = 1
SS2_4c	What is available at each transit stop? Transit stop #4 Covered shelter	No = 0 Yes = 1
SS2_4d	What is available at each transit stop? Transit stop #4 Timetable	No = 0 Yes = 1
SS3a	Is there a posted speed limit along the route? Regular 0-45spd limit	No = 0 Yes = speed limit (text)
SS3b	Is there a posted speed limit along the route? Special zone 0-35 speed limit	No = 0 Yes = speed limit (text)
SS4a	What other street characteristics are present? Traffic calming (signs, circles, speed tables, speed humps, curb)	#
SS4b	Roll-over curbs (if whole segment = 1)	#
SS4c	Drainage ditches (count one side of street)	#
SS4d	Instructional signs for pedestrians	#
SS4e	Crosswalk signage or other pedestrian signage (for drivers)	#
SS5	Are street lights installed?	None = 1 Some = 2 Ample = 3

SS6	How many driveways or alleys are there? (none, 1-2, 3-5, 6+)	None = 1 1-2 = 2 3-5 = 3 6+ = 4
SS7a	Presence of street amenities: Building overhangs that provide shelter...	No = 0 Yes = 1
SS7b	Presence of street amenities: Trash bins	No = 0 Yes = 1
SS7c	Presence of street amenities: Benches/places to sit	No = 0 Yes = 1
SS7d	Presence of street amenities: Bicycle racks	No = 0 Yes = 1
SS7e	Presence of street amenities: Working drinking fountains	No = 0 Yes = 1
SS7f	Presence of street amenities: Working public telephones	No = 0 Yes = 1
SS7g	Presence of street amenities: Kiosks or info booths	No = 0 Yes = 1
SS8	Presence of any mid-segment street crossing.	No = 0 Yes = 1

### Route: Aesthetics and Social Section

Item	Item Content	Coding
A1	Do you observe pleasant hardscape features, such as fountains, sculptures, or art (public or private)?	No = 0 Yes = 1
A2	Do you observe softscape features such as gardens or landscaping?	No = 0 Yes = 1
A3	Are there observable historic or cultural features along the route?	No = 0 Yes = 1
A4	Are the buildings well-maintained? (%)	0% = 1 1-49% = 2 50-99% = 3 100% = 4
A5	Is the landscape well maintained? (%)	0% = 1 1-49% = 2 50-99% = 3 100% = 4
A6a	Which of the following physical disorders are present? Graffiti/tagging	No = 0 Yes = 1
A6b	Which of the following physical disorders are present? Abandoned cars	No = 0 Yes = 1
A6c	Which of the following physical disorders are present? Buildings with broken/boarded windows	No = 0 Yes = 1
A6d	Which of the following physical disorders are present? Drug paraphernalia	No = 0 Yes = 1
A6e	Which of the following physical disorders are present? Broken glass	No = 0 Yes = 1

A6f	Which of the following physical disorders are present? Beer/liquor bottles/cans	No = 0 Yes = 1
A6g	Which of the following physical disorders are present? Litter in yards	No = 0 Yes = 1
A6h	Which of the following physical disorders are present? Noticeable/excessive litter in street/sidewalk	No = 0 Yes = 1
A6i	Which of the following physical disorders are present? Neighborhood watch signs	No = 0 Yes = 1
A6j	Which of the following physical disorders are present? Signage for commercial destinations or parks	No = 0 Yes = 1
A7	Rate the extent of physical disorder	None = 1 A little = 2 Some = 3 A lot = 4
A8	Rate the extent of social disorder	None = 1 A little = 2 Some = 3 A lot = 4
A9a	Other obstructions to walking: railroad tracks	No = 0 Yes = 1
A9b	Other obstructions to walking: Highway nearby	No = 0 Yes = 1
A9c	Other obstructions to walking: Other	No = 0 Yes = 1
A10	Presence of anyone walking?	No = 0 Yes = 1

## Segments Section

(Each item should be prefaced by the Segment number – this table shows Segment 1 =S1\_X).

Item	Item Content	Coding
S1_1	Is a sidewalk present?	No = 0 Yes = 1
S1_2	What is the width of the majority of the sidewalk?	<3 feet = 1 3-5 feet = 2 >5 feet = 3 No sidewalk = -777
S1_3a	Is there a <u>buffer</u> present?	No sidewalk = -777 No = 0 Yes = 1
S1_3b	How wide is the majority of the buffer?	<3 feet = 1 3-5 feet = 2 >5 feet = 3 No sidewalk = -777
S1_4	Is the sidewalk <i>continuous</i> within the segment?	No = 0 Yes = 1 No sidewalk = -777
S1_5a	Are there poorly maintained sections of the sidewalk that constitute <u>trip hazards</u> ?(e.g, heaves, misalignment, cracks, overgrowth)	None = 1 One = 2 A few = 3

	<u>Minor- moderate</u>	A lot = 4 No sidewalk = -777
S1_5b	Are there poorly maintained sections of the sidewalk that constitute <u>trip hazards</u> ? (e.g., heaves, misalignment, cracks, overgrowth) <u>Major</u>	None = 1 One = 2 A few = 3 A lot = 4 No sidewalk = -777
S1_6a	How steep is the sidewalk at the steepest point in the segment? (excluding heaves)	# No sidewalk = -777
S1_6b	How much of the segment is at or near this level of steepness (follow-up question to S1_6a)?	Little (1-25%) = 1 Some (26-75%) = 2 Most or all (76-100%) = 3 No sidewalk = -777
S1_6c	If answer to 6(b) is “Little,” provide a steepness measure that represents the majority of the segment	# No sidewalk or N/A = -777
S1_7	What is the steepest unavoidable <u>cross-slope</u> that affects walkers?	# No sidewalk = -777
S1_8	Are there <u>permanent obstructions</u> in the sidewalk? (e.g., telephone poles, trees, café tables, shrubs, basketball hoops)	None = 1 Some = 2 Many = 3 No sidewalk = -777
S1_9	Are the <u>temporary obstructions</u> in the sidewalk? (e.g., parked cars, sandwich boards, garbage cans)	None = 1 Some = 2 Many = 3 No sidewalk = -777
S1_10	How many traffic lanes are present (include all lanes that traffic can use; choose most predominant)?	#
S1_11	Is the street predominantly one-way or two-way?	One-way = 1 Two-way = 2
S1_12a	If no sidewalk, is there any other place to walk that is safe from traffic? Unpaved pathway (goat path)	No = 0 Yes = 1 Sidewalk=-777
S1_12b	If no sidewalk, is there any other place to walk that is safe from traffic? Street shoulder	No = 0 Yes = 1 Sidewalk=-777
S1_12c	If no sidewalk, is there any other place to walk that is safe from traffic? Buffer	No = 0 Yes = 1 Sidewalk=-777
S1_13	If no sidewalk, what is the width of the place on which one could safely walk?	None = 1 <4 feet = 2 ≥4 feet = 3 N/A = -777
S1_14	Is there a <u>marked bicycle lane</u> marked with a line or a raised curb?	No = 0 Yes = 1
S1_15	Are there any signs indicating bicycle use (share the road, etc.)?	No = 0 Yes = 1
S1_16	Are there any signs or structures discouraging skateboard usage?	No = 0 Yes = 1

S1_17	Is there an informal path (shortcut), not on a cul-de-sac which connects to something else?	No = 0 Yes = 1
S1_18a	Is this a dead-end street?	No = 0 Yes = 1
S1_18b	Is there a paved or informal path at the end of the cul-de-sac or dead-end street which connects to something else (follow-up question to S1_18a)?	No = 0 Yes = 1 N/A = -777
S1_19	Estimate the proportion of street segment that has ground floor or street-level windows within 40 feet of sidewalk/walkway (or street)	1-25% = 1 26-50% = 2 51-75% = 3 76-100% = 4 No sidewalk = -777
S1_20	How many different predominant building façade colors exist on the street segment? ( <i>Count both sides of the street</i> )	1 = 1 2-3 = 2 4-6 = 3 >6 = 4 No building = -777
S1_21	How many different building accent colors exist on the street segment? ( <i>Count both sides of the street</i> )	1 = 1 2-3 = 2 4-6 = 3 >6 = 4 No building = -777
S1_22	How many different predominant building materials (e.g., brick, concrete, steel, wood) exist along the street segment? ( <i>both sides of street</i> )	1 = 1 2-3 = 2 4-6 = 3 >6 = 4 No buildings = -777
S1_23	How many trees exist within 5 feet of either side of the sidewalk/pathway (can be in buffer or setback; also count trees that are more than 5 feet away if they provide shade for the sidewalk/pathway)	0-1 = 1 2-5 = 2 6-10 = 3 11-20 = 4 21+ = 5 No sidewalk = -777
S1_24	How are the trees generally spaced?	Evenly = 1 Irregularly = 2 No sidewalk = -777
S1_25	What percentage of the length of the sidewalk/walkway is covered by trees, awnings or other overhead coverage?	1-25% = 1 26-50% = 2 51-75% = 3 76-100% = 4 No coverage = 5 No sidewalk = -777
S1_26	What is the smallest building setback from the sidewalk?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_27	What is the largest building setback from the sidewalk/walkway?	No building = 1 <10 feet = 2



		10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_28	What is the average height of buildings? ( <i>Count both sides of the street</i> )	No building = 1 1-2 stories = 2 3-5 stories = 3 6-10 stories = 4 >10 stories = 5

## Crossings Section

(Each item should be prefaced by the Crossing number – this table shows Crossing 1= C1\_X)

Item	Item Content	Coding
C1_1a	Intersection control: Yield signs	No = 0 Yes = 1
C1_1b	Intersection control: Stop signs	No = 0 Yes = 1
C1_1c	Intersection control: Traffic signal	No = 0 Yes = 1
C1_1d	Intersection control: Traffic circle	No = 0 Yes = 1
C1_1e	Intersection control: N/A (Unanticipated mid-segment crossing)	No = 0 Yes = 1
C1_2	Number of legs at intersection	T-intersection = 1 4-way = 2 >4-way = 3
C1_3a	Signalization: Green arrows for dedicated vehicle turn	No = 0 Yes = 1
C1_3b	Signalization: Pedestrian walk signals	No = 0 Yes = 1
C1_3c	Signalization: Push buttons	No = 0 Yes = 1
C1_3d	Signalization: Countdown signal	No = 0 Yes = 1
C1_3e	Signalization: Audible walk signal	No = 0 Yes = 1
C1_4	Crosswalk timing	# of seconds No crosswalk = -777 No signal = -778
C1_5a	Pre-crossing curb	Ramp lines up w/xing = 1 Ramp does not line up = 2 No ramp = 3
C1_5b	Post-crossing curb	Ramp lines up w/xing = 1 Ramp does not line up = 2 No ramp = 3
C1_6	Gutters present in crossing	No = 0 Yes = 1
C1_7a	Other characteristics of crossing: Steep slope or cross-slope	No = 0 Yes = 1

C1_7b	Other characteristics of crossing: Temporary obstructions	No = 0 Yes = 1
C1_7c	Other characteristics of crossing: Crossing aids	No = 0 Yes = 1
C1_8a	Crosswalk treatment: Marked crosswalk	No = 0 Yes = 1
C1_8b	Crosswalk treatment: High-visibility striping	No = 0 Yes = 1
C1_8c	Crosswalk treatment: Stop lines on road or additional crosswalk warnings	No = 0 Yes = 1
C1_8d	Crosswalk treatment: Raised crosswalk	No = 0 Yes = 1
C1_8e	Crosswalk treatment: Different material than road	No = 0 Yes = 1
C1_9	Bike lane crosses the crossing?	No = 0 Yes = 1
C1_10	Distance of crossing leg, including all potential parking and turn lanes (# lanes)	#
C1_11a	Features: Specifically identified lanes turning into crossing-right turn	No = 0 Yes = 1
C1_11b	Features: Specifically identified lanes turning into crossing-left turn	No = 0 Yes = 1
C1_11c	Features: Protected refuge islands	No = 0 Yes = 1
C1_11d	Features: One-way streets through crossing	No = 0 Yes = 1
C1_11e	Features: Curb extensions	No = 0 Yes = 1
C1_12a	Misc problems: Lack of lampposts or street lamps	No = 0 Yes = 1
C1_12b	Misc problems: Poor condition of crossing surface	No = 0 Yes = 1
C1_12c	Misc problems: Poor visibility at corners	No = 0 Yes = 1
C1_12d	Misc problems: Faded or worn crosswalk markings	No = 0 Yes = 1
C1_12e	Misc problems: Unanticipated mid-segment crossing	No = 0 Yes = 1
C1_12f	Misc problems: Other	No = 0 Yes = 1
C1_12f1	“other” reason (if above is applicable)	Text

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**Cul-De-Sac Section** (Each item should be prefaced by the Culdesac number – this table shows Culdesac 1= D1\_X)

Item	Item Content	Coding
D1_1	How close is cul-de-sac or dead-end to participant's home?	On the Cds = 1 Adjacent = 2 <200 feet away = 3 >200 feet away = 4
D1_2	How big is cul-de-sac at its largest diameter?	<50 feet = 1 51-100 feet = 2 101-200 feet = 3 >200 feet = 4
D1_3a	What is incline/grade of cul-de-sac at its steepest point?	#
D1_3b	What is incline/grade of street at opening to cul-de-sac?	#
D1_4	What percentage of cul-de-sac is paved?	<25% = 1 25-50% = 2 51-75% = 3 >75% = 4
D1_5	For paved part, how smooth is pavement?	Not smooth = 1 Somewhat smooth = 2 Mostly smooth = 3 Very smooth = 4
D1_6a	What amenities exist at opening to or in cul-de-sac? Basketball hoops (number)	#
D1_6b	What amenities exist at opening to or in cul-de-sac? Skateboard features (number)	#
D1_6c	What amenities exist at opening to or in cul-de-sac? Streetlights (number)	#
D1_6d	What amenities exist at opening to or in cul-de-sac? Pedestrian or other safety signage	#
D1_6e1	What amenities exist at opening to or in cul-de-sac? Other	#
D1_6e2	What amenities exist at opening to or in cul-de-sac? Other (describe)	Text
D1_7	Can most of the cul-de-sac area be seen <u>from participant's home</u> ?	No = 0 Yes = 1
D1_8	Can most of the cul-de-sac area be seen <u>from other homes</u> ?	No = 0 Yes = 1
D1_9	Number of driveways that enter into the cul-de-sac	#
D1_10	Is there an island in the cul-de-sac?	No = 0 Yes = 1
D1_11	Is parking allowed in the area?	No = 0 Yes = 1
D1_12a	Is there access through the end of the cul-de-sac to another public street or area?	No = 0 Yes = 1
D1_12b1	If yes: what type of access?	No = 0

	Formal path	Yes = 1
D1_12b2	If yes: what type of access? Informal path	No = 0 Yes = 1
D1_12b3	If yes: what type of access? Informal, no path	No = 0 Yes = 1
D1_12c1	If yes: what is on the other side? Another street	No = 0 Yes = 1
D1_12c2	If yes: what is on the other side? A recreation or play area	No = 0 Yes = 1
D1_12c3	If yes: what is on the other side? Open space	No = 0 Yes = 1
D1_12c4	If yes: what is on the other side? Commercial or retail area	No = 0 Yes = 1
D1_12c5	If yes: what is on the other side? Other	No = 0 Yes = 1

## MAPS Data Dictionary: Item Recodes and Subscale Creation

### Part 1: Route

#### A. Route: Destinations and Land Use

Item	Item Content	Scoring
<b>Residential Density Subscale</b>		
ResMix	Residential Mix	Apartment over retail only =1 Apts or multi-family only =2 Mixed or other = 3 Single family only = 4 None=0
Res_Density_Mix_recode	Residential density mix recoded (points)	0=commercial 1=single family 2=multi-family only and any other mix 3=apts over retail only
<b>Shops Subscale</b>		
Shops	Shops Subscale Score	LU6c + LU6d + LU6f + LU6g + LU6h + LU6i + LU6n +LU7a + LU7b + LU7c
<b>Restaurant and Entertainment Subscale</b>		
Restaur_Ent	Restaurants and Entertainment subscale	LU6a + LU6b + LU6e + LU6l
<b>Institutional/Services Subscale</b>		
Institu_Svc	Institutional/Services subscale	LU6j + LU6k + LU6m
<b>Government Services Subscale</b>		
Govt_Svcs	Government Services subscale	LU6o + LU6p + LU6q+ LU6r
<b>Worship Land Uses</b>		
LU6s	Government or community land use: Place of worship	0=0 1=1 2+ =2

<b>School Land Uses</b>		
LU6t	Government or community land use: School	0=0 1=1 2+ =2
<b>Public Recreation Subscale</b>		
Public_Rec	Public Rec facilities subscale (Community garden, public indoor, public outdoor pay and public park)	LU6y + LU6aa + LU6ac + LU6ad
<b>Private Recreation Subscale</b>		
Private_Rec	Private Rec facilities subscale (private indoor & outdoor)	LU6z + LU6ab
<b>Parking Land Uses (positive)</b>		
LU2b_recode	What parking facilities are present? On-street, parallel, or angled Recoded	No = 0 Yes = 2
<b>Positive Parking Subscale</b>		
Pos_Parking	Positive Parking influences subscale	LU2a + LU2b_recode
<b>Warehouse/Factory/Industrial Uses</b>		
LU6u	Other land use: Warehouse, factory, industrial	0=0 1=1 2+ =2
<b>Abandoned Buildings</b>		
LU6v	Other land use: Abandoned buildings	0=0 1=1 2+ =2
<b>Unmaintained lots and fields</b>		
LU6w	Other land use: unmaintained lots or fields	0=0 1=1 2+ =2
<b>Casinos</b>		
LU6x	Other land use: Casinos	0=0 1=1 2+ =2
<b>Parking Land Uses (negative)</b>		
LU2c	What parking facilities are present? Small lot or garage (< 30 spaces)	No = 0 Yes = 1
<b>Parking Land Uses (negative)</b>		
LU2d_rec	What parking facilities are present? Medium to large lot or garage Recoded.	No = 0 Yes = 2
<b>Positive Destinations and Land Use</b>		
DLU_pos	Destinations and Land Use: Positive subscale	ResMix_recode + Shops + Restaur_Ent + Institu_Svc + Govt_Svc + LU6s + LU6t + Public_Rec + Private_Rec + Pos_Parking
<b>Negative Destinations and Land Use Subscale</b>		
DLU_neg	Negative Destinations and Land Use subscale	LU6u+ LU6v + LU6w +

	Casino, abandoned building, unmaintained lot/field, med-large parking lot	LU6x + LU2c + LU2d_rec
<b>Overall Destinations and Land Use</b>		
DLU_Overall	Overall Destinations and Land Use Scale	DLU_pos – DLU_neg

<i>Items from DLU section not used in positive or negative subscales</i>		
LU1	How is audit information collected?	Foot (walked route) = 1 Auto (drove route) = 2 Both = 3
LU4	How many non-residential buildings are adjacent to the pedestrian walkway or sidewalk and/or street?	0% = 1 1-33% = 2 34-66% = 3 67-99% = 4 100% = 5 N/A (all residential) = 6 N/A (no walkway) = 7
LU5	How many of the non-residential buildings have parking lots or drives between the pedestrian walkway or sidewalk along the street and their entrances?	0% = 1 1-33% = 2 34-66% = 3 67-99% = 4 100% = 5 N/A (all residential) = 6 N/A (no walkway) = 7

## B. Route: Streetscape

Item	Item Content	Scoring
<b>Positive Streetscape</b>		
Transit_tally	Transit stop tally that includes amenities (bench, shelter, and timetable)	SS1a+SS2_1b+SS2_1c+SS2_1d+SS2_2b+SS2_2c+SS2_2d+SS2_3b+ SS2_3c+ SS2_3d+SS2_4b+ SS2_4c+ SS2_4d
Transit_tally_trichot	Transit stop tally. Trichotomized (points: 0, 1, or 2 thru highest)	0 1 2
SS3a_sign	Is there a posted speed limit along the route? Is there a sign or not? No vs. yes	No = 0 Yes = 1
SS3a_pos	Is there a posted speed limit along the route? Regular zone: Speed limit 25 mph or below.	No = 0 Yes, speed limit 25mph or less= 1
SS3b_pos	Is there a posted speed limit along the route? Special zone: Speed limit 25 mph or below.	No = 0 Yes , speed limit 25mph or less= 1
SS4a_dichot	What other street characteristics are present? Traffic calming (signs, circles, speed tables, speed humps, curb) . Dichotomized	None = 0 Any = 1
SS4d_dichot	Instructional signs for pedestrians Dichotomized	None = 0 Any = 1

SS4e_dichot	Crosswalk signage or other pedestrian signage (for drivers). Dichotomized	None = 0 Any = 1
SS5_dichot	Are street lights installed? Dichotomized	None = 0 Any = 1
<b>Positive Streetscape Subscales</b>		
Pos_Streetscape	Positive Streetscape subscale: Transit tally, posted speed limits, traffic calming, instructional signs, street lights, street amenities (overhangs, trash bins, benches, bike racks, drinking fountains, public telephones, kiosks, mid-segment crossings)	Transit_tally_trichot + SS3a_sign + SS3a_pos + SS4a_dichot + SS4d_dichot + SS4e_dichot + SS5_dichot + SS7a + SS7b + SS7c + SS7d + SS7e + SS7f + SS7g + SS8
<b>Negative Streetscape</b>		
SS1a_dichot	Number of public transit stops: Bus stops. Dichotomized (none=neg)	None = 1 Any = 0
SS3a_dichot	Is there a posted speed limit along the route? Regular zone: Speed limit greater than 25 mph. Dichotomized	Lowest through 25= 0 > 25mph = 1
SS4b_dichot	Roll-over curbs (if whole segment = 1) Dichotomized	None = 0 Any (>=1) = 1
SS5_dichot_neg	Are street lights installed? Dichotomized	None = 1 Any (some and ample)= 0
SS6_dichot	How many driveways or alleys are there? Dichotomized	0-5 driveways = 0 6+ driveways = 1
<b>Negative Streetscape Subscale</b>		
Neg_Streetscape	Negative Streetscape subscale	SS1a_dichot + SS3a_dichot + SS4b_dichot + SS5_dichot_neg + SS6_dichot
<b>Overall Streetscape Scale</b>		
Streetscape_Overall	Overall Streetscape Scale	Pos_Streetscape - Neg_Streetscape

<b>Items from the Streetscape section not used in positive or negative subscales</b>		
SS1b	Number of public transit stops: senior transit/paratransit	#
SS2_1a	Transit stop (#1): Route #	text
SS2_2a	Transit stop (#2) Route #	text
SS2_3a	Transit stop (#3) Route#	text
SS2_4a	Transit stop(#4) Route#	text
SS4c	Drainage ditches (count one side of street)	#

### C. Route: Aesthetics and Social

Item	Item Content	Scoring
<b>Positive Aesthetics and Social Elements</b>		
A5_dichot	Is the landscape well maintained? Dichotomized	0-99% = 0 100% = 1
<b>Positive Aesthetics and Social Subscale</b>		
Pos_AesthSoc	Positive Aesthetics and Social Subscale: Hardscape, softscape, landscaping, neighborhood watch signs, other signage for destinations	A1 + A2 + A5_dichot + A6i + A6j
<b>Negative Aesthetics and Social Elements</b>		

A4_dichot_neg	Are the buildings well maintained? Dichotomized	0-99% = 1 100% = 0
A7_dichot	Rate the extent of physical disorder. Dichotomized	None = 0 A little, some or a lot = 1
A8_dichot	Rate the extent of social disorder. Dichotomized	None = 0 A little, some or a lot = 1
<b>Negative Aesthetics and Social Subscale</b>		
Neg_AesthSoc	Negative Aesthetics and Social Subscale: Buildings not maintained, graffiti, abandoned cars, broken/boarded windows, drug paraphernalia, broken glass, litter in yards, extent physical and social disorder, obstructions to walking.	A4_dichot_neg + A6a + A6b + A6c + A6d + A6e + A6g + A7_dichot + A8_dichot + A9a + A9b
<b>Overall Aesthetics and Social Subscale</b>		
AesthSoc_Overall	Overall Aesthetics and Social Subscale	Pos_AesthSoc - Neg_AesthSoc

<b>Items from the Aesthetics and Social section not used in positive or negative subscales</b>		
A3	Are there observable historic or cultural features along the route?	No = 0 Yes = 1
A4_dichot	Is the building well maintained? Dichotomized	0-99% = 0 100% = 1
A9c	Other obstructions to walking: Other	No = 0 Yes = 1
A10	Presence of Anyone walking?	No = 0 Yes = 1
A6f	Beer/liquor bottles/cans	No = 0 Yes = 1
A6h	Noticeable/excessive litter in street/sidewalk	No = 0 Yes = 1

## Part 2: Segments

(Note: There are multiple segments possible per route; S1 indicates the first segment, for which the variables and subscales are listed below. For subsequent segments, use S2, S3, etc. for naming variables and subscales.)

### A. Positive Subscales

Item	Item Content	Scoring
<b>Positive Setback and Building Height</b>		
S1_26	What is the smallest building setback from the sidewalk?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_27	What is the largest building setback from the sidewalk/walkway?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6



S1_26_27_0pts	Either setback (S1_26, S1_27) >50 ft and no building.	No = 0 Yes = 0
S1_26_27_1point	All other combinations of S1_26 and S1_27	No = 0 Yes = 1
S1_26_27_2points	Both setbacks (S1_26 and S1_27) 10-20 ft. or one setback <10 ft and one setback 10-20 ft.	No = 0 Yes = 2
S1_26_27_3points	Both setbacks (S1_26 and S1_27) <10 ft.	No = 0 Yes = 3
S1_26_27_points	Smallest and largest setback scores combined	S1_26_27_0pts + S1_26_27_1point + S1_26_27_2points + S1_26_27_3points
S1_28_trichot	What is the average height of buildings? Trichotomized.	No building and 0-2 stories = 0 3-5 stories = 1 6-10 stories = 2 10+stories = 3
<b>Positive Building Height and Setbacks Subscale</b>		
PosBldgHtSetbks_S1	Positive Setbacks/Bldg. Height: Positive subscale	S1_26_27_points + S1_28_trichot
<b>Positive Sidewalk</b>		
S1_2_recode	What is the width of the majority of the sidewalk? Recorded	<3 feet = 2 3-5 feet = 2 >5 feet = 3 No sidewalk= 0
S1_12a_recode	If no sidewalk, is there any other place to walk that is safe from traffic? Unpaved pathway (goat path); Recorded	No = 0 Yes = 1 NA/Sidewalk=0
S1_12b_recode	If no sidewalk, is there any other place to walk that is safe from traffic? Street shoulder; Recorded	No = 0 Yes = 1 NA/Sidewalk=0
S1_12c_recode	If no sidewalk, is there any other place to walk that is safe from traffic? Buffer; Recorded	No = 0 Yes = 1 NA/Sidewalk=0
S1_12_sum	Combination of 12a; 12b; 12c	No/ NA to 12a, 12b & 12c (no alternative walking path)= 0 Yes to 12a or 12b or 12c (alternative walking path) = 1
<b>Positive Sidewalk Subscale</b>		
Sidewalk_Pos_S1	Sidewalk and sidewalk alternative (combined) presence and width (#s 1, 2, 12): S1_2_recode+s1_12_sum	No sidewalk = 0 Any path = 1 Narrow sidewalk(<5 ft) = 2 Wide sidewalk (>5) = 3
<b>Positive Buffer</b>		
S1_3a_recode	Is there a buffer present? Recorded	No sidewalk = 0 No = 0 Yes = 1
S1_3b_dichot	How wide is the majority of the buffer? Dichotomized.	No sidewalk = 0 0-3 feet = 0 >3 feet = 1

<b>Buffer Positive Subscale</b>		
Buffers_Pos_S1	Buffers: Positive subscale	S1_3a_recode + S1_3b_dichot
<b>Positive Bike Infrastructure</b>		
S1_14_recode	Is there a <u>marked bicycle lane</u> marked with a line or a raised curb? Recoded	No = 0 Yes = 2
<b>Bike Infrastructure Positive Subscale</b>		
Bike_Infra_S1	Bike Infrastructure: Positive subscale	S1_14_recode + S1_15
<b>Positive Building Aesthetics and Design</b>		
S1_19_trichot	Proportion of street segment w/windows within 40 feet of sidewalk/walkway (or street): Trichotomized	No windows – 25% = 0 26%-75% = 1 >76% = 2
S1_20_trichot	How many different predominant building façade colors exist? Trichotomized	No building/NA or 1 color=0 2-3 colors=1 >4 colors=2
S1_21_trichot	How many different building accent colors? Trichotomized	No building/NA or 1 color=0 2-3 colors=1 >4 colors=2
S1_22_dichot	How many different predominant building materials? Dichotomized	No building/NA or 1 material=0 >2=1
<b>Building Aesthetics &amp; Design Positive Subscale</b>		
BldAesthDes_S1	Building Aesthetics & Design: Positive subscale	S1_19_trichot + S1_20_trichot + S1_21_trichot + S1_22_dichot
<b>Trees Positive</b>		
S1_23_trichot	How many trees exist within 5 feet of either side of the sidewalk/pathway? Trichotomized	No sidewalk/NA = 0 0-1 trees = 0; 2-10 trees = 1 >11 trees = 2
S1_24_recode	How are the trees generally spaced? Recoded	Irregular or no sidewalk/NA= 0 Evenly = 1
S1_25_trichot	What percentage of sidewalk/walkway is covered by trees/other overhead coverage? Trichotomized	No coverage or no sidewalk/NA and ≤25% = 0 26%-75% = 1 >75% = 2
<b>Trees Positive Subscale</b>		
Trees_S1	Trees: Positive subscale	S1_23_trichot + S1_24_recode + S1_25_trichot
<b>Informal Path or Shortcut Positive (single item, not a subscale)</b>		
S1_17	Is there an informal path (shortcut), not on a cul-de-sac which connects to something else?	No = 0 Yes = 1

<b>Building Height to Road Width Ratio Subscale</b>		
BldgHt_RdWdthSetbk_Ratio_S1	Building Height: Road Width+Setback Avgs. Ratio	S1_28_feet/RdWdth_plus_Setbk_avg_S1
BldgHt_RdWdthSetbk_Ratio_Scores_S1	Scores for the above ratio.	Lowest - .499 = 0 .50 - .999 = 1 1.0 - 1.999 = 3 2.0 - 2.999 = 2 3.0 – Highest = 1
RdWdth_plus_Setbk_avg_S1	Road width (in feet) plus setback averages	S1_10_feet + S1_26_27_feetmid_avg
S1_28_feet	Average building height –recalculated in feet (using midpoint of response option ranges). (Top of the ratio.)	No building = 0 1-2 stories = 18 3-5 stories = 48 6-10 stories = 96 >10 stories = 144
S1_10_feet	How many traffic lanes are present? Recalculated in feet.	1 = 12 2 = 24 3 = 36 4 = 48 5 = 60 6 = 72 7+ = 84
S1_26_feetmid	Smallest building setback from the sidewalk, calculated using the midpoint of response option ranges.	No building = 0 <10 feet = 5 10-20 feet = 15 21-50 feet = 35 51-100 feet = 75 >100 feet = 100
S1_27_feetmid	Largest building setback from the sidewalk, calculated, using the midpoint of response option ranges.	No building = 0 <10 feet = 5 10-20 feet = 15 21-50 feet = 35 51-100 feet = 75 >100 feet = 100
S1_26_27_feetmid_avg	Average smallest and largest setback midpoints (S1_26 and 27). (Part of the bottom of the ratio.)	Calculated numeric range

### Part B. Segments: Negative Subscales

<b>Sidewalk Negative</b>		
S1_4_recode	Is the sidewalk <u>continuous</u> within the segment? Recoded	No = 1 Yes = 0
S1_5a_dichot	Are there poorly maintained sections of the sidewalk that constitute <u>trip hazards</u> ? Minor- moderate; Dichotomized	0-1 = 0 A few or a lot = 1
S1_5b_dichot	Are there poorly maintained sections of the sidewalk that constitute <u>trip hazards</u> ? Major; Dichotomized	0-1 = 0 A few or a lot = 1
S1_8_dichot	Are there <u>permanent obstructions</u> in the sidewalk?	None = 0

	Dichotomized	Some or many = 1
S1_9_dichot	Are the <u>temporary obstructions</u> in the sidewalk? Dichotomized	None = 0 Some or Many = 1
<b>Sidewalk Negative Subscale</b>		
Sidewalk_Neg_S1	Sidewalk : Negative subscale	S1_4recode + S1_5a_dichot + S1_5b_dichot + S1_8_dichot + S1_9_dichot
<b>Sidewalk Slope Negative</b>		
S1_6a_dichot_S	How steep is the sidewalk at the steepest point in the segment? Dichotomized. [For seniors]	0-6.88 = 0 6.89-highest = 1
S1_6a_dichot_C	How steep is the sidewalk at the steepest point in the segment? Dichotomized. [For children/adults]	0-6.88 = 0 6.89-highest = 1
S1_6b	How much of the segment is at or near this level of steepness (follow-up question to S1_6a)?	Little (1-25%) = 1 Some (26-75%) = 2 Most or all (76-100%) = 3 No sidewalk = -777
S1_6c	If answer to 6(b) is “Little,” provide a steepness measure that represents the majority of the segment	#
S1_6c_recode_S	If answer to 6(b) is “Little,” steepness measure-majority of the segment: Recoded. [For seniors] If answer to 6(b) is not “Little” there is not a separate measure of the steepness of the majority of the segment, steepness measure from s1_6a_dichot_S is recoded here.	0-3.43 = 0 3.44 - 6.88 = 1 6.89 - 8.99 = 2 8.99 – Highest = 3
S1_6c_recode_C	If answer to 6(b) is “Little,” steepness measure-majority of the segment: Recoded. [For children/adults] If answer to 6(b) is not “Little” there is not a separate measure of the steepness of the majority of the segment, steepness measure from s1_6a_dichot_S is recoded here.	0-6.88 = 0 6.89 - 8.99 = 1 8.99 – Highest = 2
S1_7_recode_S	What is the steepest unavoidable <u>cross-slope</u> that affects walkers? Recoded. [For seniors]	0 - 1.14 = 0 1.15 - 2.28 = 1 2.29 - 3.43 = 2 3.44 – Highest = 3
S1_7_recode_C	What is the steepest unavoidable <u>cross-slope</u> that affects walkers? Recoded. [For children/adults]	0 - 2.28 = 0 2.29 - 3.43 = 1 3.44 – Highest = 2
<b>Sidewalk Slope Negative Subscale</b>		
Sidewalk_Neg_Slope_S	Seniors Slope: Negative subscale	S1_6a_dichot_S + S1_6c_recode_S + S1_7_recode_S
Sidewalk_Neg_Slope_C	Children Slope: Negative subscale	S1_6a_dichot_C + S1_6c_recode_C + S1_7_recode_C
<b>Negative Street Design Subscale</b>		
S1_10_dichot	How many traffic lanes are present? Dichotomized	1-4 lanes = 1 >5 lanes = 2
S1_11_recode	Is the street predominantly one-way or two-way? Recoded	One-way = 1 Two-way = 0

<b>Negative Street Design Subscale (Note: this subscale is not included in the overall negative sum; it can be calculated and used separately if desired.)</b>		
Neg_Street_Des_S1	Street Design: Negative subscale	S1_10_dichot + S1_11_dichot
<b>Positive Segments Subscale</b>		
Segments_Pos_S1	Sum of positive segment subscales	PosBldgHtSetbks_S1 + Sidewalk_Pos_S1 + Buffers_Pos_S1 + Bike_Infra_S1 + BldgAesthDes_S1 + Trees_S1 + S1_17+ BldgHt_RdWdthSetbk_Rati o_Scores_S1
<b>Negative Segments Subscale - Senior</b>		
Segments_Neg_Senior	Sum of negative segment subscales, for seniors	Sidewalk_Neg_S1 + Sidewalk_Neg_Slope_S_S1
<b>Negative Segments Subscale – Child/Adult</b>		
Segments_Neg_Child	Sum of negative segment subscales, for youth/adults	Sidewalk_Neg_S1 + Sidewalk_Neg_Slope_C_S1
<b>Overall Segments Subscale - Senior</b>		
Overall_Segment_Senior	Overall segment score for seniors	Segments_Pos_S1- Segments_Neg_Senior_S1
<b>Overall Segments Subscale - Child</b>		
Overall_Segment_Child	Overall segment score for youth/adults	Segments_Pos_S1- Segments_Neg_Child_S1

<b>Items from Segments section not used in positive or negative subscales</b>		
<i>S1_6b</i>	<i>How much of the segment is at or near this level of steepness (follow-up question to S1_6a)?</i>	<i>Little (1-25%) = 1 Some (26-75%) = 2 Most or all (76-100%) = 3 No sidewalk = -777</i>
<i>S1_13</i>	<i>If no sidewalk, what is the width of the place on which one could safely walk?</i>	<i>None = 1 &lt;4 feet = 2 ≥4 feet = 3 N/A = -777</i>
<i>S1_16</i>	<i>Are there any signs or structures discouraging skateboard usage?</i>	<i>No = 0 Yes = 1</i>
<i>S1_18a</i>	<i>Is this a dead-end street?</i>	<i>No = 0 Yes = 1</i>
<i>S1_18b</i>	<i>Is there a paved or informal path at the end of the cul-de-sac or dead-end street which connects to something else (follow-up question to S1_18a)?</i>	<i>No = 0 Yes = 1 N/A = -777</i>

### Part 3: Crossings

(Note: There are multiple crossings possible per route; C1 indicates the first crossing, for which the variables and subscales are listed below. For subsequent crossings, use C2, C3, etc. for naming.)

#### A. Positive Subscales

Item	Item Content	Scoring
<b>Crosswalk Amenities Positive Subscale</b>		

CrosswalkAmenities_C1	Crosswalk amenities: Positive subscale (Crossing aids, marked crosswalk, high visibility striping, stop lines or crosswalk warnings, raised crosswalk, different material than road, protected refuge islands, curb extensions).	C1_7c + C1_8a + C1_8b + C1_8c + C1_8d + C1_8e + C1_11c + C1_11e
<b>Curb Quality/Presence</b>		
C1_5a_positive	Pre-crossing curb - option 1: Ramp lines up with crossing. Recoded	Ramp lines up w/xing = 1 Ramp doesn't line up = 0 No ramp = 0
C1_5b_positive	Post-crossing curb - option 1: Ramp lines up with crossing. Recoded	Ramp lines up w/xing = 1 Ramp doesn't line up = 0 No ramp = 0
<b>Curb Quality/Presence Positive Subscale</b>		
Curb_Qual_C1	Curb Quality and Presence Subscale	C1_5a_positive + C1_5b_positive
<b>Intersection Control and Signage Positive Subscale</b>		
IntsectCtrlSign_C1	Intersection Control/Signage: Positive subscale (Yield signs, stop signs, traffic signal, traffic circle, green arrows for turn lane, pedestrian walk signals, push buttons, countdown signal, audible walk signal, lanes turning into right crossing, lanes turning into left crossing, one way streets through crossing)	C1_1a + C1_1b + C1_1c + C1_1d + C1_3a + C1_3b + C1_3c + C1_3d + C1_3e + C1_11a + C1_11b + C1_11d

## Part b: Crossings: Negative Subscales

<b>Road Width Sum</b>		
C1_10_trichot	Distance of crossing leg, including all potential parking and turn lanes. Trichotomized	1 – 2 = 0 3 – 4 = 1 5 – Highest = 2
<b>Road Width Negative Subscale</b>		
Road_Width_C1	Same as trichotomized road (crossing) width	C1_10_trichot
<b>Crossing Impediments Negative</b>		
C1_5a_negative	Pre-crossing curb-option 3: No ramp. Recoded	Ramp lines up w/xing = 0 Ramp doesn't line up = 1 No ramp = 1
C1_5b_negative	Post-crossing curb-option 3: No ramp. Recoded	Ramp lines up w/xing = 0 Ramp doesn't line up = 1 No ramp = 1
<b>Crossing Impediments Negative Subscale</b>		
Cross_Imped_C1	Crossing impediments: Negative subscale (no ramp pre- and post-crossing curb, gutters, steep slope or cross-slope, temporary obstructions, poor visibility at corners, faded or worn crosswalk markings)	C1_5a_negative + C1_5b_negative + C1_6 + C1_7a + C1_7b + C1_12c + C1_12d
<b>Positive Crossing Subscale</b>		
PosCrossChars_C1	Positive Crossing	CrosswalkAmenities_C1 + CurbQual_C1 + IntsectCtrlSign_C1
<b>Negative Crossing Subscale</b>		
NegCrossChars_C1	Negative Crossing	Road_Width_C1 + Cross_Imped_C1

<b>Overall Crossing</b>		
OverallCrossScore_C1	Overall Crossing Scale	PosCrossChars_C1 – NegCrossChars_C1

<b>Items from Crossings section not used in positive or negative subscales</b>		
C1_2	Number of legs at intersection	T-intersection = 1 4-way = 2 >4-way = 3
C1_4	Crosswalk timing	# of seconds No crosswalk = -777 No signal = -778
C1_5a_opt2	Pre-crossing curb-option 2: Ramp doesn't line up with crossing	Ramp does not line up = 1
C1_5b_opt2	Post-crossing curb-option 2: Ramp doesn't line up with crossing	Ramp does not line up = 1
C1_9	Bike lane crosses the crossing?	No = 0 Yes = 1
C1_12a	Misc problems: Lack of lampposts or street lamps	No = 0 Yes = 1
C1_12b	Misc problems: Poor condition of crossing surface	No = 0 Yes = 1
C1_12e	Misc problems: Unanticipated mid-segment crossing	No = 0 Yes = 1
C1_12f	Misc problems: Other	No = 0 Yes = 1
C1_12f1	"other" reason (if above is applicable)	Text

#### Part 4: Cul-De-Sacs

(Note: There may be multiple cul-de-sacs (CdS) per route; D1 indicates the first cul-de-sac, for which the variables and subscale are listed below. For subsequent cul-de-sacs, use D2, D3, etc., for naming.)

Item	Item Content	Scoring
D1_1_dichot	How close is cul-de-sac or dead-end to participant's home? Dichotomized.	On the CdS = 1 Adjacent = 1 <200 feet away = 0 >200 feet away = 0
D1_2_dichot	How big is cul-de-sac at its largest diameter? Dichotomized.	<50 feet = 0 51-100 feet = 1 101-200 feet = 1 >200 feet = 1
D1_3a_dichot	What is incline/grade of cul-de-sac at its steepest point? Dichotomized.	0 thru 6.88 = 1 6.89 thru highest = 0
D1_3b_dichot	What is incline/grade of street at opening to cul-de-sac? Dichotomized.	0 thru 6.88 = 1 6.89 thru highest = 0
D1_5_dichot	For paved part, how smooth is pavement? Dichotomized.	Not smooth = 0 Somewhat smooth = 0 Mostly smooth = 0 Very smooth = 1
D1_6_sum	Total amenities: basketball hoops + skateboard features +	#

	streetlights + pedestrian or safety signage	
D1_6_sum_trichot	Total amenities: sum: Trichotomized.	0 = 0 1 = 2 >1 = 2
D1_11_recode	Is parking allowed in the area? Recoded.	No = 1 Yes = 0
<b>Overall CulDeSac</b>		
OverallCdSScore_D1	Sum of all items except 4, 9, 10, 12 (closeness to participant's home, largest cul-de-sac diameter, incline/grade at steepest point, smooth pavement, total amenities, visibility of cul-de-sac area from participant's home, visibility of cul-de-sac area from other homes, parking allowed)	D1_1_dichot + D1_2_dichot + D1_3a_dichot + D1_3b_dichot + D1_5_dichot + D1_6_sum_trichot + D1_7 + D1_8 + D1_11_recode

<b>Items not used in cul-de-sac score</b>		
D1_4	What %age of cul-de-sac is paved?	<25% = 1 25-50% = 2 51-75% = 3 >75% = 4
D1_6e1	What amenities exist at opening to or in cul-de-sac? Other	#
D1_6e2	What amenities exist at opening to or in cul-de-sac? Other (describe)	Text
D1_9	Number of driveways that enter into the cul-de-sac	#
D1_10	Is there an island in the cul-de-sac?	No = 0 Yes = 1
D1_12a	Is there access through the end of the cul-de-sac to another public street or area?	No = 0 Yes = 1
D1_12b1	If yes: what type of access? Formal path	No = 0 Yes = 1
D1_12b2	If yes: what type of access? Informal path	No = 0 Yes = 1
D1_12b3	If yes: what type of access? Informal, no path	No = 0 Yes = 1
D1_12c1	If yes: what is on the other side? Another street	No = 0 Yes = 1
D1_12c2	If yes: what is on the other side? A recreation or play area	No = 0 Yes = 1
D1_12c3	If yes: what is on the other side? Open space	No = 0 Yes = 1
D1_12c4	If yes: what is on the other side? Commercial or retail area	No = 0 Yes = 1
D1_12c5	If yes: what is on the other side? Other	No = 0 Yes = 1