Appendix F

BE Tool Data Coding
and Scoring Table

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
LU1	Foot (walked route) = 1; Auto (drove route) = 2; Both = 3	1)	How is audit information collected?	Route		not used in positive or negative subscales		
Intersection 1								
C1_2	T-intersection = 1; 4-way = 2; >4-way = 3	2)	Intersection Geometry	Crossings Section		not used in positive or negative subscales		
		3)	Intersection Control:	Crossings Section				
			☐ None					
C1_1a	Yield signs No = 0; Yes = 1		☐ Yield signs/Flashing yellow			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C1_1b	Stop signs No = 0; Yes = 1		☐ Stop signs/Flashing red light			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C1_1c	Traffic signal No = 0; Yes = 1		☐ Traffic signal			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C1_1d	Traffic circle No = 0; Yes = 1		☐ Traffic circle, Roundabout			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
Pedestrian Crossing at Intersection 1								
			Crossing from N S E W to N S E W					
		4)	Signalization (if traffic signal present):	Crossings Section		Intersection Control and Signage Positive Subscale		
C1_3a	No = 0; Yes = 1		☐ All traffic signals have green arrows for dedicated vehicle turns					
C1_3b	No = 0; Yes = 1		☐ Pedestrian "Walk" signals present					
C1_3c	No = 0; Yes = 1		☐ Pedestrian push buttons present					
C1_3d	No = 0; Yes = 1		☐ Countdown signal					

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 1 (continued)					
			Pedestrian Crossing at Intersection 1 (continued)					
C1_3e	No = 0; Yes = 1		☐ Audible walk signal			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
		5)	Crosswalk treatment	Crossings Section		Crosswalk Amenities Positive Subscale		
C1_8a	No = 0; Yes = 1		☐ Marked crosswalk			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C1_8b	No = 0; Yes = 1		☐ High-visibility striping			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C1_8c	No = 0; Yes = 1		☐ Stop lines on road or additional crosswalk warnings			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C1_8d	No = 0; Yes = 1		☐ Raised crosswalk			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C1_8e	No = 0; Yes = 1		☐ Different material than road			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
		6)	Crossing features	Crossings Section		Intersection Control and Signage Positive Subscale; Crosswalk Amenities Positive Subscale		
			☐ Specifically identified lanes **turning into crossing**			Intersection Control and Signage Positive Subscale		
C1_11a	No = 0; Yes = 1		☐ Right turn			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C1_11b	No = 0; Yes = 1		☐ Left turn			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C1_11c	No = 0; Yes = 1		☐ Protected refuge islands			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C1_11d	No = 0; Yes = 1		☐ One-way streets **through crossing**			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 1 (continued)					
			Pedestrian Crossing at Intersection 1 (continued)					
C1_11e	No = 0; Yes = 1		☐ Curb extension			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
C1_6	No = 0; Yes = 1	7)	Gutters present in crossing	Crossings Section		Crossing Impediments Negative Subscale	No = 0; Yes = 1	
			Within possible path of crossing pedestrians					
		8)	Other characteristics of crossing	Crossings Section		Crossing Impediments Negative Subscale; Crosswalk Amenities Positive Subscale		
C1_7a	No = 0; Yes = 1		☐ Steep slope or steep cross-slope at intersection			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C1_7b	No = 0; Yes = 1		☐ Temporary obstructions			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C1_7c	No = 0; Yes = 1		☐ Crossing aids (e.g., flags)			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
		9)	Miscellaneous problems	Crossings Section		Crossing Impediments Negative Subscale		
C1_12a	No = 0; Yes = 1		☐ Lack of lampposts or overhead street lamps			not used in positive or negative subscales		
C1_12b	No = 0; Yes = 1		☐ Poor condition of crossing surface			not used in positive or negative subscales		
C1_12c	No = 0; Yes = 1		☐ Poor visibility at corners			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C1_12d	No = 0; Yes = 1		☐ Faded or worn crosswalk markings			Crossing Impediments Negative Subscale	No = 0; Yes = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 1 (continued)					
			Pedestrian Crossing at Intersection 1 (continued)					
C1_12e	No = 0; Yes = 1		☐ Unanticipated mid-segment crossing			not used in positive or negative subscales		
			Reason:_____			not used in positive or negative subscales		
C1_12f			☐ Other:_____			not used in positive or negative subscales		
			☐ None of the Above					
C1_10_trichot	#	10)	Distance of crossing leg, including all potential parking and turn lanes. ____ lanes wide	Crossings Section		Road Width Negative Subscale	1 – 2 = 0; 3 – 4 = 1; 5 – Highest = 2	
C1_4	# of seconds; No crosswalk = -777; No signal = -778	11)	Crosswalk timing: ____ seconds	Crossings Section		not used in positive or negative subscales		
			Crosswalk Curb Cuts at Intersection 1					
C1_B12a		12)	Curb ramps, curb cuts, or mountable curbs?	Crossings Section		Curb Quality/Presence Positive Subscale	2 = 1; 1 or 0 = 0	
	Pre-crossing has ramp (w tactile) = 1; Pre-crossing has ramp (w/o tactile) = 2; No ramp = 3		(a) Pre-crossing curb (on N E S W side of street)	Crossings Section		Curb Quality/Presence Positive Subscale	Ramp (w tactile) = 1; Ramp (w/o tactile) = 1; No ramp = 0	
C1_B12b	Pre-crossing has ramp (w tactile) = 1; Pre-crossing has ramp (w/o tactile) = 2; No ramp = 3		(b) Post-crossing curb (on N E S W side of street)			Curb Quality/Presence Positive Subscale	Ramp (w tactile) = 1; Ramp (w/o tactile) = 1; No ramp = 0	

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Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 1 (continued)					
			Crosswalk Curb Cuts at Intersection 1 (continued)					
		13)	Alignment of curb cut/ramp and crossing?	Crossings Section		Curb Quality/Presence Positive Subscale; Crossing Impediments Negative Subscale		2 = 1; 1 or 0 = 0
C1_5a	Ramp lines up w/xing = 1; Ramp does not line up = 2; No ramp = 3		(a) Pre-crossing curb (on N E S W side of street)			Curb Quality/Presence Positive Subscale; Crossing Impediments Negative Subscale	Ramp lines up w/xing = 1; Ramp does not line up =1; No ramp = 0	
C1_5a_ positive			☐ Ramp lines up with crossing			Curb Quality/Presence Positive Subscale		
C1_5a_ opt2			☐ Ramp does not line up with crossing			not used in positive or negative subscales		
C1_5a_ negative			☐ No ramp			Crossing Impediments Negative Subscale		
C1_5b	Ramp lines up w/xing = 1; Ramp does not line up = 2; No ramp = 3		(b) Post-crossing curb (on N E S W side of street)			Curb Quality/Presence Positive Subscale; Crossing Impediments Negative Subscale	Ramp lines up w/xing = 1; Ramp does not line up =1; No ramp = 0	
C1_5b_ positive			☐ Ramp lines up with crossing			Curb Quality/Presence Positive Subscale		
C1_5b_ opt2			☐ Ramp does not line up with crossing			not used in positive or negative subscales		
C1_5b_ negative			☐ No ramp			Crossing Impediments Negative Subscale		
C1_B14_ positive		14)	Rate the condition and quality of curb cut/ramp.			Curb Quality/Presence Positive Subscale;		2 = 1; 1 or 0 = 0

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Intersection 1 (continued)								
Crosswalk Curb Cuts at Intersection 1 (continued)								
C1_B14_ negative						Crossing Impediments Negative Subscale		1 or 2 = 1; 0 = 0
			a. Pre-crossing curb *(on N E S W side of street)*					
C1_B14a1_ negative			☐ Ramp is passable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is passable = 0	
C1_B14a1_ positive						Curb Quality/Presence Positive Subscale	Ramp is passable = 1	
			☐ ADA-compliant slope (8.3% or less)			not used in positive or negative subscales		
			☐ No broken area			not used in positive or negative subscales		
			☐ Broken area passable with little or no effort			not used in positive or negative subscales		
C1_B14a2_ negative			☐ Ramp is impassable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is impassable = 1	
			☐ ADA-non-compliant slope (over 8.3%)			not used in positive or negative subscales		
			☐ Broken area impassable or only passable with high effort			not used in positive or negative subscales		
C1_B14a_ positive						Curb Quality/Presence Positive Subscale	Ramp is impassable = 0	
C1_B14a3			☐ No ramp			not used in positive or negative subscales		
			b. Post-crossing curb *(on N E S W side of street)*					

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Intersection 1 (continued)								
Crosswalk Curb Cuts at Intersection 1 (continued)								
C1_B14b1_ negative						Curb Quality/Presence Positive Subscale	Ramp is passable = 0	
C1_b14b1_ positive						Curb Quality/Presence Positive Subscale	Ramp is passable = 1	
			☐ ADA-compliant slope (8.3% or less)			not used in positive or negative subscales		
			☐ No broken area			not used in positive or negative subscales		
			☐ Broken area passable with little or no effort			not used in positive or negative subscales		
C1_B14b2_ negative			☐ Ramp is impassable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is impassable = 1	
C1_B14b2_ positive						Curb Quality/Presence Positive Subscale	Ramp is impassable = 0	
			☐ ADA-non-compliant slope (over 8.3%)			not used in positive or negative subscales		
			☐ Broken area impassable or only passable with high effort			not used in positive or negative subscales		
C1_B14b3			☐ No ramp			not used in positive or negative subscales		

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment					
			Road configuration					
S1_11_dichot	One-way = 1; Two-way = 2	15)	Is the street predominantly one-way or two-way?	Segments Section	Walkways/Sidewalks	Negative Street Design Subscale	One-way = 1; Two-way = 2	
S1_B16	Divided highway > 4 lanes = 1; Undivided > 4 lanes = 2; 3 lanes (or two plus center turn lane) = 3; 2 marked lanes = 4; No marked lanes = 5; Unpaved roadway = 6	16)	What type of road is present?	Route	Streetscape Section	not used in positive or negative subscales		
			Number of traffic lanes					
S1_10_dichot	#	17)	How many traffic lanes are present (include all lanes that traffic can use; choose most predominant)?	Segments Section	Walkways/Sidewalks	Negative Street Design Subscale	1-4 lanes = 1; >5 lanes = 2	
			Speed limit					
SS3a	Regular		Is there a posted speed limit along the route?	Route	Streetscape Section	Positive Streetscape Subscales		
SS3a_sign	No = 0; Yes = speed limit (text)	18)	☐ Yes _____ mph ☐ No			Positive Streetscape Subscales	No = 0; Yes = 1	
SS3a_pos						Positive Streetscape Subscales	No = 0; Yes, speed limit 25mph or less= 1	
SS_B18b	No = 0; Yes = speed limit (text)		Special school zone			not used in positive or negative subscales		

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment (continued)					
			Vehicular traffic control					
		19)	What other street characteristics are present?	Route	Streetscape Section	Positive Streetscape Subscales		
			(specify # of each type)					
SS4a	#		☐ Traffic calming (signs, circles, speed tables, speed humps, curb extension)			Positive Streetscape Subscales	None = 0; Any = 1	
SS4b	#		☐ Roll-over curbs _____					
SS4c	#		☐ Drainage ditches _____ (count both sides of street)					
SS4d	#		☐ Instructional signs for pedestrian's					
SS4e	#		☐ Crosswalk signage or other pedestrian signage (for drivers)					
			☐ None of the Above					
			Transit Availability					
		20)	Is there a public transit stop on this segment? *Check all that apply*	Route	Streetscape Section	Negative Streetscape Subscale		
			☐ None					
SS1a_ dichot			☐ Bus stop			Negative Streetscape Subscale	None = 1; Any = 0	
SS_B20c			☐ Light Rail/Other Transit			not used in positive or negative subscales		
SS1b			☐ Senior transit/paratransit			not used in positive or negative subscales		
			If none skip to Q22.					
		21)	Is there a bench or covered shelter at the transit stop?	Route	Streetscape Section			

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Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment (continued)					
			Transit Availability (continued)					
			☐ None					
SS2_1b	No = 0; Yes = 1		☐ Bench			Positive Streetscape Subscales	No = 0; Yes = 1	
SS2_1c	No = 0; Yes = 1		☐ Covered shelter (with no room for mobility device)			Positive Streetscape Subscales	No = 0; Yes = 1	
SS2_1d	No = 0; Yes = 1		☐ Covered shelter with room for mobility device (5ft clearance)			Positive Streetscape Subscales	No = 0; Yes = 1	
			Street Amenities					
SS7a	No = 0; Yes = 1		☐ Building overhangs that provide shelter from inclement weather in public space (e.g. sidewalks)			Positive Streetscape Subscales	No = 0; Yes = 1	
		22)	Presence of street amenities	Route	Streetscape Section	Positive Streetscape Subscales		
SS7b	No = 0; Yes = 1		☐ Trash bins (public)			Positive Streetscape Subscales	No = 0; Yes = 1	
SS7c	No = 0; Yes = 1		☐ Bicycle racks (non-school)			Positive Streetscape Subscales; Bike Infrastructure Positive Subscale	No = 0; Yes = 1	
SS_B22d	No = 0; Yes = 1		☐ Bicycle rack(s) in front of school			not used in positive or negative subscales		
SS7e	No = 0; Yes = 1		☐ Working drinking fountain			Positive Streetscape Subscales	No = 0; Yes = 1	
SS7f	No = 0; Yes = 1		☐ Working public telephones			Positive Streetscape Subscales	No = 0; Yes = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Street Segment (continued)								
Street Amenities (continued)								
SS7g	No = 0; Yes = 1		☐ Kiosks or information booths			Positive Streetscape Subscales	No = 0; Yes = 1	
			☐ None of the Above					
A1	No = 0; Yes = 1	23)	Do you observe pleasant hardscape features, such as fountains, sculptures, or art (public or private)?	Route	Aesthetics and Social Section	Positive Aesthetics and Social Subscale	No = 0; Yes = 1	
A2	No = 0; Yes = 1	24)	Do you observe softscape features such as gardens or landscaping *(e.g., Public: bodies of water, designated viewpoints; Private: retaining walls, bark, ponds)?*	Route	Aesthetics and Social Section	Positive Aesthetics and Social Subscale	No = 0; Yes = 1	
A4_dichot_ neg	0% = 1; 1-49% = 2; 50-99% = 3; 100% = 4	25)	Are the buildings well maintained?	Route	Aesthetics and Social Section	Negative Aesthetics and Social Elements	0-99% = 1; 100% = 0	1 or 2 = 1; 0 = 0
A5_dichot	0% = 1; 1-49% = 2; 50-99% = 3; 100% = 4	26)	Is landscaping well maintained?	Route	Aesthetics and Social Section	Positive Aesthetics and Social Subscale	0-99% = 0; 100% = 1	1 or 2 = 1; 0 = 0
S1_23_ trichot	0-1 = 1; 2-5 = 2; 6-10 = 3; 11-20 = 4; 21+ = 5; No sidewalk= -777	27)	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)?	Segments Section	Walkways/ Sidewalks	Trees Positive Subscale	No sidewalk/NA = 0; 0-1 trees = 0; 2-10 trees = 1; >11 trees = 2	3 or 4 = 2; 1 or 2 = 1; 0 = 0
S1_25_ trichot	1-25% = 1; 26-50% = 2; 51-75% = 3; 76-100% = 4; No sidewalk = -777; No coverage = 5	28)	What percentage of the length of the sidewalk/walkway is covered by trees, awnings or other overhead coverage?	Segments Section	Walkways/ Sidewalks	Trees Positive Subscale	No coverage or no sidewalk/NA and ≤25% = 0; 26%-75% = 1; >75% = 2	3 or 4 = 2; 1 or 2 = 1; 0 = 0

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment (continued)					
			Physical Maintenance/Disorder					
		29)	Which of the following physical disorders are present?	Route	Aesthetics and Social Section	Negative Aesthetics and Social Subscale; Positive Aesthetics and Social Subscale		
A6a	No = 0; Yes = 1		☐ Graffiti/tagging (not murals)			Negative Aesthetics and Social Subscale	No = 0; Yes = 1	
A6b	No = 0; Yes = 1		☐ Abandoned cars			Negative Aesthetics and Social Subscale	No = 0; Yes = 1	
A6c	No = 0; Yes = 1		☐ Buildings with broken/ boarded windows			Negative Aesthetics and Social Subscale	No = 0; Yes = 1	
A6d	No = 0; Yes = 1		☐ Drug paraphernalia			Negative Aesthetics and Social Subscale	No = 0; Yes = 1	
A6e	No = 0; Yes = 1		☐ Broken glass			Negative Aesthetics and Social Subscale	No = 0; Yes = 1	
A6f	No = 0; Yes = 1		☐ Beer/liquor bottles/cans			not used in positive or negative subscales		
A6g	No = 0; Yes = 1		☐ Litter in yards			Negative Aesthetics and Social Subscale	No = 0; Yes = 1	
A6h	No = 0; Yes = 1		☐ Noticeable/excessive litter in street/sidewalk			not used in positive or negative subscales		
A6i	No = 0; Yes = 1		☐ Neighborhood watch signs			Positive Aesthetics and Social Subscale	No = 0; Yes = 1	
A6j	No = 0; Yes = 1		☐ Signage for commercial destinations or parks			Positive Aesthetics and Social Subscale	No = 0; Yes = 1	
			☐ None of these					
A7_ dichot	None = 1; A little = 2; Some = 3; A lot = 4	30)	Rate the extent of physical disorder	Route	Aesthetics and Social Section	Negative Aesthetics and Social Subscale	None = 0; A little, some or a lot = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Street Segment (continued								
Physical Maintenance/Disorder (continued)								
A8_ dichot	None = 1; A little = 2; Some = 3; A lot = 4	31)	Rate the extent of social disorder	Route	Aesthetics and Social Section	Negative Aesthetics and Social Subscale	None = 0; A little, some or a lot = 1	
Line of Sight								
S1_19_ trichot	1-25% = 1; 26-50% = 2; 51-75% = 3; 76-100% = 4; No sidewalk =-777	32)	Estimate the proportion of street segment that has ground floor or street-level windows within 40 feet of sidewalk/walkway (or street if no sidewalk/walkway)	Segments Section	Walkways/ Sidewalks	Building Aesthetics & Design Positive Subscale	No windows – 25% = 0; 26%-75% = 1; >76% = 2	3 or 4 = 2; 1 or 2 = 1; 0 = 0
Building setbacks								
S1_26	No building = 1; <10 feet = 2; 10-20 feet = 3; 21-50 feet = 4; 51-100 feet = 5; >100 feet = 6	33)	What is the smallest building setback from the sidewalk?	Segments Section	Walkways/ Sidewalks	Positive Building Height and Setbacks Subscale	No building = 1; <10 feet = 2; 10-20 feet = 3; 21-50 feet = 4; 51-100 feet = 5; >100 feet = 6	
S1_27	No building = 1; <10 feet = 2; 10-20 feet = 3; 21-50 feet = 4; 51-100 feet = 5; >100 feet = 6	34)	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	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment (continued)					
			Building setbacks (continued)					
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			Positive Building Height and Setbacks Subscale	S1_26_27 _0pts + S1_26_27 _1point + S1_26_27 _2points + S1_26_27 _3points = 3	
S1_28_trichot	No building = 1; 1-2 stories = 2; 3-5 stories = 3; 6-10 stories = 4; >10 stories = 5	35)	What is the average height of buildings?			Positive Building Height and Setbacks Subscale	No building and 0-2 stories = 0; 3-5 stories = 1; 6-10 stories = 2; 10+stories = 3	
PosBldgHt Setbks_S1						Positive Building Height and Setbacks Subscale	S1_26_27_points + S1_28_trichot	
			Parking					
		36)	What parking facilities are present?	Route	Destinations and Land Use Section	Positive Parking Subscale; Negative Destinations and Land Use Subscale		
LU2a	No = 0; Yes = 1		□ None			Positive Parking Subscale	No = 0; Yes = 1	
LU2b_recode	No = 0; Yes = 1		□ On-street, parallel or angled parking			Positive Parking Subscale	No = 0; Yes = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Street Segment (continued)								
Parking (continued)								
LU2c	No = 0; Yes = 1		☐ Small lot or garage (< 30 spaces)			Negative Destinations and Land Use Subscale	No = 0; Yes = 1	
LU2d_rec	No = 0; Yes = 1		☐ Medium to large lot or garage			Negative Destinations and Land Use Subscale	No = 0; Yes = 1	
Sidewalks								
S1_1	No = 0; Yes = 1	37)	Is a sidewalk present?	Segments Section	Walkways/ Sidewalks	Positive Sidewalk Subscale	No = 0; Yes = 2	4 = 2; 2 = 1; 0 = 0
S1_2_recode	<3 feet = 1; 3 to <5 feet = 2; ≥5 feet = 3; No sidewalk =-777	38)	What is the width of the majority of the sidewalk?	Segments Section	Walkways/ Sidewalks	Positive Sidewalk Subscale	<3 feet = 2; 3 to <5 feet = 2; ≥5 feet = 3; No sidewalk= 0	6 = 3; 4 or 5 = 2; 2 or 3 = 1; 0 = 0
S1_3a_ recode	No sidewalk = -777; No = 0; Yes = 1	39)	Is there a buffer present? (separation between the walkway and road; does not apply to roadway walking)	Segments Section	Walkways/ Sidewalks	Buffer Positive Subscale	No sidewalk = 0; No = 0; Yes = 1	2 = 2; 1 = 1; 0 = 0
S1_3b_ dichot	<3 feet = 1; 3 to <5 feet = 2; ≥5 feet = 3; No sidewalk = -777	40)	How wide is the majority of the buffer?	Segments Section	Walkways/ Sidewalks	Buffer Positive Subscale	No sidewalk = 0; 0-3 feet = 0; >3 feet = 1	2= 2; 1 = 1; 0 = 0
S1_4_recode	No = 0; Yes = 1; No sidewalk =-777	41)	Is the sidewalk continuous within the segment?	Segments Section	Walkways/ Sidewalks	Sidewalk Negative Subscale	No = 1; Yes = 0	2 = 1; 0 or 1 = 0
S1_B42	None = 1; One = 2; A few = 3; A lot = 4; No sidewalk =-777	42)	Are there poorly maintained sections of the sidewalk that constitute trip hazards? (e.g., heaves, misalignment, cracks, overgrowth)	Segments Section	Walkways/ Sidewalks	Sidewalk Negative Subscale	None or One = 0; A few or a lot = 1	2 = 2; 1 = 1; 0 = 0
S1_B43	Level = 1; Moderate = 2; Steep = 3; No sidewalk =-777	43)	How steep is the sidewalk at the steepest point in the segment? (Excluding heaves)	Segments Section	Walkways/ Sidewalks	Sidewalk Slope Negative subscale	Level or moderate = 0; Steep = 1	1 or 2 = 1; 0 = 0

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Street Segment (continued)								
Sidewalks (continued)								
S1_6b	Little (1-25%) = 1; Some (26-75%) = 2; Most or all (76-100%) = 3; No sidewalk = -777	44)	How much of the segment is at or near this level of steepness?	Segments Section	Walkways/ Sidewalks	not used in positive or negative subscales		
S1_B45	Level = 1; Moderate = 2; Steep = 3	45)	If answer to Q44 is "Little," provide a steepness measure that represents the majority of the segment	Segments Section	Walkways/ Sidewalks	Sidewalk Slope Negative Subscale	Level or moderate = 0; Steep = 1	1 or 2 = 1; 0 = 0
S1_B46	Level = 1; Sloped = 2; Steep = 3	46)	Does the walkway have a cross-slope that affects walkers?	Segments Section	Walkways/ Sidewalks	Sidewalk Slope Negative Subscale	Level or sloped = 0; Steep = 1	1 or 2 = 1; 0 = 0
S1_8_dichot	None = 1; Some = 2; Many = 3; No sidewalk = -777	47)	Are there permanent obstructions in the sidewalk? (e.g., telephone poles, trees, café tables, shrubs, basketball hoops)	Segments Section	Walkways/ Sidewalks	Sidewalk Slope Negative Subscale	None = 0; Some or many = 1	2 = 2; 1 = 1; 0 = 0
S1_9_dichot	None = 1; Some = 2; Many = 3; No sidewalk = -777	48)	Are there temporary obstructions in the sidewalk?	Segments Section	Walkways/ Sidewalks	Sidewalk Slope Negative Subscale	None = 0; Some or Many = 1	2 = 2; 1 = 1; 0 = 0
		49)	If no sidewalk, is there any other place to walk that is safe from traffic?	Segments Section	Walkways/ Sidewalks	Positive Sidewalk Subscale		
	No = 0; Yes = 1; Sidewalk=-777		☐ Yes	Segments Section	Walkways/ Sidewalks			
S1_12a_recode	No = 0; Yes = 1; Sidewalk=-777		☐ Unpaved pathway (goat path)	Segments Section	Walkways/ Sidewalks	Positive Sidewalk Subscale	No = 0; Yes = 1; NA/Sidewalk=0	1 or 2 = 1; 0 = 0
S1_12b_recode	No = 0; Yes = 1; Sidewalk=-777		☐ Street shoulder			Positive Sidewalk Subscale	No = 0; Yes = 1; NA/Sidewalk=0	1 or 2 = 1; 0 = 0
S1_12c_recode	No = 0; Yes = 1; Sidewalk=-777		☐ Buffer			Positive Sidewalk Subscale	No = 0; Yes = 1; NA/Sidewalk=0	1 or 2 = 1; 0 = 0

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment (continued)					
			Sidewalks (continued)					
	No = 0; Yes = 1; Sidewalk=-777		☐ No			Positive Sidewalk Subscale	No = 0; Yes = 1; NA/Sidewalk=0	1 or 2 = 1; 0 = 0
			☐ N/A Sidewalk present					
S1_13	None = 1; <4 feet = 2; ≥4 feet = 3; N/A = -777	50)	If no sidewalk, what is the width of the place on which one could safely walk? (Not in possible path of traffic)	Segments Section	Walkways/ Sidewalks	not used in positive or negative subscales		
			Pedestrian Curb Cuts on Segment (non-intersection)					
SS8	No = 0; Yes = 1	51)	Presence of any mid-segment street crossing, where an individual could safely cross (marked by sign or crosswalk)?	Route	Streetscape Section	Positive Streetscape Subscales	No = 0; Yes = 1	
			Driveway curb cuts					
SS6_dichot	None = 1; 1-2 = 2; 3-5 = 3; 6+ = 4	52)	How many driveways or alleys are there?	Route	Streetscape Section	Negative Streetscape Subscale	0-5 driveways = 0; 6+ driveways = 1	2 = 2; 1 = 1; 0 = 0
			Pedestrian Lighting					
SS5_dichot _neg	None = 1; Some = 2; Ample = 3	53)	Are street lights installed?	Route	Streetscape Section	Negative Streetscape Subscale	None = 1; Any (some and ample)= 0	2 = 1; 0 or 1 = 0
			Bicycle Lane					
			How would you rate the bikability of this segment?					
S1_B54	Does not apply = 0; No shoulder (unmarked) = 1; Narrow paved (unmarked) = 2; Wide paved (unmarked) = 3; narrow marked = 4; Wide marked = 5	54)	Location of bike lane (marked lane)?	Segments Section	Bike lanes	Bike Infrastructure Positive Subscale	0 or 1 = 0; 2 = 1; 3 or 4 = 2; 5 = 3	5 or 6 = 3; 3 or 4 = 2; 1 or 2 = 1; 0 = 0

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Street Segment (continued)					
			Bicycle Lane (continued)					
S1_15	No = 0; Yes = 1	55)	Are there any signs indicating bicycle use (share the road, etc.)?	Segments Section	Bike lanes	Bike Infrastructure Positive Subscale	No = 0; Yes = 1	1 or 2 = 1; 0 = 0
S1_B56	Does not apply, or 0; None = 1; A little = 2; Some = 3; A lot = 4	56)	Levelness and condition of bike lane (e.g., heaves, alignment, cracks, broken sections, weeds)?	Segments Section	Bike lanes	Bike Infrastructure Negative Subscale	0 or 1 = 0; 2, 3, or 4 = 1	1 or 2 = 1; 0 = 0
S1_B57	Does not apply, or none = 0; A little, some, or a lot = 1	57)	Obstructions in the bike lane (e.g., artificial – cars, rumble strips, drainage grates – or natural – trees, bushes, rocks)?	Segments Section	Bike lanes	Bike Infrastructure Negative Subscale	Does not apply, or none = 0; A little, some, or a lot = 1	1 or 2 = 1; 0 = 0
			Bike/Ped Path					
			How would you rate the availability of trails or paths for this segment? (Check all that apply.)	Segments Section	Bike/Ped Path			
S1_B58	No = 0; Yes = 1	58)	Presence of path or trail (e.g., multi-use, biking, walking route)?	Segments Section	Bike/Ped Path	Bike Infrastructure Positive Subscale	No = 0; Yes = 1	1 or 2 = 1; 0 = 0
S1_B59	Does not apply, or 0 to 3 ft = 0; > 3 to < 6 ft = 1; ≥6 ft = 2	59)	Width of path or trail?	Segments Section	Bike/Ped Path	Bike Infrastructure Positive Subscale	Does not apply, or 0 to 3 ft = 0; > 3 to < 6 ft = 1; ≥6 ft = 2	2, 3, or 4 = 2; 1 = 1; 0 = 0
S1_B60		60)	Levelness and condition of trail (e.g., heaves, alignment, cracks, broken sections, weeds)?	Segments Section	Bike/Ped Path	Bike Infrastructure Negative Subscale	Does not apply, or none = 0; A little, some, or a lot = 1	1 or 2 = 1; 0 = 0
S1_B61		61)	Obstructions in the path or trail (e.g., artificial – cars, trash cans – or natural – trees, bushes, rocks)?	Segments Section	Bike/Ped Path	Bike Infrastructure Negative Subscale	Does not apply, or none = 0; A little, some, or a lot = 1	1 or 2 = 1; 0 = 0

Land Uses and Destinations

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
		62)	What types of residential uses?	Route	Destinations and Land Use Section	Residential Density Subscale		
LU3a	No = 0; Yes = 1		☐ Single family houses			Residential Density Subscale	Single family only = 1	
LU3b	No = 0; Yes = 1		☐ Multi-unit homes (duplex, 4-plex, row house)			Residential Density Subscale	Multi-family only and any other mix= 2	
LU3c	No = 0; Yes = 1		☐ Apartments or condominiums			Residential Density Subscale	Multi-family only and any other mix= 2	
LU3d	No = 0; Yes = 1		☐ Apartments above street retail			Residential Density Subscale	Apartment over retail only =3	
LU3e	No = 0; Yes = 1		☐ Retirement/senior living facility			Residential Density Subscale	Multi-family only and any other mix= 2	
LU3f	No = 0; Yes = 1		☐ Other (mobile home, dormitory)			Residential Density Subscale	Multi-family only and any other mix= 2	
			☐ None			Residential Density Subscale	Commercial=0	
		63)	Shopping Centers	Route	Destinations and Land Use Section	Shops Subscale		
LU7a	No = 0; Yes = 1		☐ Shopping Mall			Shops Subscale	No = 0; Yes = 1	
LU7b	No = 0; Yes = 1		☐ Strip Mall			Shops Subscale	No = 0; Yes = 1	
LU7c	No = 0; Yes = 1		☐ Shopping Arcade			Shops Subscale	No = 0; Yes = 1	
			☐ None of the above			Shops Subscale		
		64)	How many of the following types of non-residential destinations are present? (Count both sides of street. Do not double count.)	Route	Destinations and Land Use Section			

Land Uses and Destinations (continued)

Food-related land uses

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
LU6a	0 = 0; 1 = 1; 2+ = 2		a. Fast food restaurant (national or local chain, primarily sells burgers, fried chicken, pizza, or "Americanized" Mexican, Chinese, etc.)			Restaurant and Entertainment Negative Subscale; Healthy Food Access Negative Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6b	0 = 0; 1 = 1; 2+ = 2		b. Sit-down restaurant			Restaurant and Entertainment Positive Subscale; Healthy Food Access Positive Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6c	0 = 0; 1 = 1; 2+ = 2		c. Grocery/supermarket			Shops Subscale; Healthy Food Access Positive Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6d	0 = 0; 1 = 1; 2+ = 2		d. Convenience store (may also be a gas station)			Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6d_ Recode						Healthy Food Access Negative Subscale	0 = 0; 1 or 2+ = 1	
LU6e	0 = 0; 1 = 1; 2+ = 2		e. Café or coffee shop			Restaurant and Entertainment Positive Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6f	0 = 0; 1 = 1; 2+ = 2		f. Liquor/alcohol store (primarily sells alcohol, wine bar, strip club)			Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6g	0 = 0; 1 = 1; 2+ = 2		g. Big box store (e.g., Home Depot, Best Buy, Sears, Super Walmart, Target)			Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6h	0 = 0; 1 = 1; 2+ = 2		h. Specialty Food Store (e.g., ice cream, candy, bakery)			Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6y	0 = 0; 1 = 1; 2+ = 2		i. Community garden			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6y	0 = 0; 1 = 1; 2+ = 2		l. Food trucks			Healthy Food Access Positive Subscale	0 = 0; 1 or 2+ = 1	
LU6y_ Recode								

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Land Uses and Destinations (continued)					
			Food-related land uses (continued)					
LU_B64j	0 = 0; 1 = 1; 2+ = 2		j. Farmer's market			Shops Positive Subscale, under food sub-section	0 = 0; 1 = 1; 2+ = 2	
LU_B64k	0 = 0; 1 = 1; 2+ = 2		k. Green carts			Shops Subscale; Healthy Food Access Positive Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64l	0 = 0; 1 = 1; 2+ = 2		l. Food trucks			Restaurant and Entertainment Positive Subscale; Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
			Retail and service oriented land uses					
				Route	Destinations and Land Use Section			
LU6i	0 = 0; 1 = 1;2+ = 2		m. Pharmacy or drug store			Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6j	0 = 0; 1 = 1;2+ = 2		n. Bank or credit union			Institutional/Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6k	0 = 0; 1 = 1;2+ = 2		o. Health-related professional (e.g. doctors, office)			Institutional/Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6l	0 = 0; 1 = 1;2+ = 2		p. Entertainment (e.g., movie theatre, arcade			Restaurant and Entertainment Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6m	0 = 0; 1 = 1;2+ = 2		q. Other service (e.g., salon, lawyer, accountant, realtor, laundry/dry cleaner, commercial mailing service)			Institutional/Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6n	0 = 0; 1 = 1;2+ = 2		r. Other retail (e.g., books, clothing, hardware, video rental)			Shops Subscale	0 = 0; 1 = 1; 2+ = 2	
			Government or community land use					
				Route	Destinations and Land Use Section			

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Land Uses and Destinations (continued)								
Government or community land use (continued)								
LU6o	0 = 0; 1 = 1; 2+ = 2		s. Health or social services (e.g., hospital, health department, community action agency, police/ fire stations, city hall, etc.)			Government Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6p	0 = 0; 1 = 1; 2+ = 2		t. Library/Museums			Government Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6q	0 = 0; 1 = 1; 2+ = 2		u. Post office			Government Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6r	0 = 0; 1 = 1; 2+ = 2		v. Senior center			Government Services Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6s	0 = 0; 1 = 1; 2+ = 2		w. Place of worship (e.g., church, synagogue, convent, mosque, etc.)			Worship Land Uses	0 = 0; 1 = 1; 2+ = 2	
Other land use				Route	Destinations and Land Use Section			
LU6t	0 = 0; 1 = 1; 2+ = 2		x. School			Positive Destinations and Land Use	0 = 0; 1 = 1; 2+ = 2	
LU6u	0 = 0; 1 = 1; 2+ = 2		y. Warehouse/factory/industrial			Negative Destinations and Land Use Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6v	0 = 0; 1 = 1; 2+ = 2		z. Abandoned building			Negative Destinations and Land Use Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6w	0 = 0; 1 = 1; 2+ = 2		aa. Unmaintained lot/field			Negative Destinations and Land Use Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6x	0 = 0; 1 = 1; 2+ = 2		bb. Casino			Negative Destinations and Land Use Subscale	0 = 0; 1 = 1; 2+ = 2	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Land Uses and Destinations (continued)					
			Recreational facilities or destinations					
				Route	Destinations and Land Use Section			
LU6z	0 = 0; 1 = 1; 2+ = 2		cc. Private indoor fitness facility			Private Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B	0 = 0; 1 = 1; 2+ = 2		dd. Community recreation center			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU6ad	0 = 0; 1 = 1; 2+ = 2		ee. Park			Public Recreation Subscale; Park Amenities Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64ff	0 = 0; 1 = 1; 2+ = 2		ff. Playground at park or school			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64gg	0 = 0; 1 = 1; 2+ = 2		gg.Outdoor pool			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64hh	0 = 0; 1 = 1; 2+ = 2		hh. Golf course			Private Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64ii	0 = 0; 1 = 1; 2+ = 2		ii. Sports/playing field or court (e.g., baseball or tennis at park or school)			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64jj	0 = 0; 1 = 1; 2+ = 2		jj. Sports track			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64kk	0 = 0; 1 = 1; 2+ = 2		kk. Body of water, e.g., lake, ocean			Public Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	
LU_B64ll	0 = 0; 1 = 1; 2+ = 2		ll. Other recreational facility (e.g., skating rink, miniature golf)			Private Recreation Subscale	0 = 0; 1 = 1; 2+ = 2	

Land Uses and Destinations (continued)

Recreational facilities or destinations (continued)

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
		65)	What activity areas are in the park? (Mark all that apply)	Route	Destinations and Land Use Section			
LU_B65a	No = 0; Yes = 1		☐ Tennis Courts			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65b	No = 0; Yes = 1		☐ Basketball Courts			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65c	No = 0; Yes = 1		☐ Other Courts (specify):			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65d	No = 0; Yes = 1		☐ Baseball Fields			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65e	No = 0; Yes = 1		☐ Football Fields			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65f	No = 0; Yes = 1		☐ Soccer Fields			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65g	No = 0; Yes = 1		☐ Other Fields (specify):			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65h	No = 0; Yes = 1		☐ Paths			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65i	No = 0; Yes = 1		☐ Playgrounds			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65j	No = 0; Yes = 1		☐ Green Spaces			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65k	No = 0; Yes = 1		☐ Golf Courses			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65l	No = 0; Yes = 1		☐ Swimming Pools			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65m	No = 0; Yes = 1		☐ Zoo			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65n	No = 0; Yes = 1		☐ Botanical Gardens			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65o	No = 0; Yes = 1		☐ Stables			Park Amenities Subscale	No = 0; Yes = 1	
LU_B65p	No = 0; Yes = 1		☐ Other (specify):			Park Amenities Subscale	No = 0; Yes = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
Intersection 2								
C2_2	T-intersection = 1; 4-way = 2; >4-way = 3	66)	Intersection Geometry	Crossings Section		not used in positive or negative subscales		
		67)	Intersection Control:	Crossings Section		Intersection Control and Signage Positive Subscale		
			☐ None					
C2_1a	Yield signs No = 0; Yes = 1		☐ Yield signs/Flashing yellow			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_1b	Stop signs No = 0; Yes = 1		☐ Stop signs/Flashing red light			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_1c	Traffic signal No = 0; Yes = 1		☐ Traffic signal			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_1d	Traffic circle No = 0; Yes = 1		☐ Traffic circle, Roundabout			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
Pedestrian Crossing at Intersection 2								
		68)	Signalization (if traffic signal present):	Crossings Section		Intersection Control and Signage Positive Subscale		
C2_3a	No = 0; Yes = 1		☐ Any traffic signals have green arrows for dedicated vehicle turns			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_3b	No = 0; Yes = 1		☐ Pedestrian "Walk" signals present			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_3c	No = 0; Yes = 1		☐ Pedestrian push buttons present			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_3d	No = 0; Yes = 1		☐ Countdown signal			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_3e	No = 0; Yes = 1		☐ Audible walk signal			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					

Intersection 2 (continued)

Pedestrian Crossing at Intersection 2 (continued)

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
		69)	Crosswalk treatment	Crossings Section		Crosswalk Amenities Positive Subscale		
C2_8a	No = 0; Yes = 1		☐ Marked crosswalk			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C2_8b	No = 0; Yes = 1		☐ High-visibility striping			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C2_8c	No = 0; Yes = 1		☐ Stop lines on road or additional crosswalk warnings			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C2_8d	No = 0; Yes = 1		☐ Raised crosswalk			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C2_8e	No = 0; Yes = 1		☐ Different material than road			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
		70)	Crossing features	Crossings Section		Intersection Control and Signage Positive Subscale; Crosswalk Amenities Positive Subscale		
			☐ Specifically identified lanes **turning into crossing**			Intersection Control and Signage Positive Subscale		
C2_11a	No = 0; Yes = 1		☐ Right turn			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_11b	No = 0; Yes = 1		☐ Left turn			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	
C2_11c	No = 0; Yes = 1		☐ Protected refuge islands			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
C2_11d	No = 0; Yes = 1		☐ One-way streets **through crossing**			Intersection Control and Signage Positive Subscale	No = 0; Yes = 1	

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 2 (continued)					
			Pedestrian Crossing at Intersection 2 (continued)					
C2_11e	No = 0; Yes = 1		☐ Curb extension			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
C2_6	No = 0; Yes = 1	71)	Gutters present in crossing	Crossings Section		Crossing Impediments Negative Subscale	No = 0; Yes = 1	
		72)	Other characteristics of crossing	Crossings Section		Crossing Impediments Negative Subscale; Crosswalk Amenities Positive Subscale		
C2_7a	No = 0; Yes = 1		☐ Steep slope or steep cross-slope at intersection			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C2_7b	No = 0; Yes = 1		☐ Temporary obstructions			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C2_7c	No = 0; Yes = 1		☐ Crossing aids (e.g., flags)			Crosswalk Amenities Positive Subscale	No = 0; Yes = 1	
			☐ None of the Above					
		73)	Miscellaneous problems	Crossings Section		Crossing Impediments Negative Subscale		
C2_12a	No = 0; Yes = 1		☐ Lack of lampposts or overhead street lamps			not used in positive or negative subscales		
C2_12b	No = 0; Yes = 1		☐ Poor condition of crossing surface			not used in positive or negative subscales		
C2_12c	No = 0; Yes = 1		☐ Poor visibility at corners			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C2_12d	No = 0; Yes = 1		☐ Faded or worn crosswalk markings			Crossing Impediments Negative Subscale	No = 0; Yes = 1	
C2_12e	No = 0; Yes = 1		☐ Unanticipated mid-segment crossing			not used in positive or negative subscales		

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 2 (continued)					
			Crosswalk Curb Cuts at Intersection 2					
C2_12f			Reason:			not used in positive or negative subscales		
			□ Other:			not used in positive or negative subscales		
			□ None of the Above					
C2_10_trichot	#	74)	Distance of crossing leg, including all potential parking and turn lanes	Crossings Section		Road Width Negative Subscale	1 – 2 = 0; 3 – 4 = 1; 5 – Highest = 2	
			_____ lanes wide					
C2_4	# of seconds No crosswalk = -777; No signal = -778	75)	Crosswalk timing: _____ seconds	Crossings Section		not used in positive or negative subscales		
C2_B12a	Pre-crossing has ramp (w tactile) = 1; Pre-crossing has ramp (w/o tactile) = 2; No ramp = 3	76)	Curb ramps, curb cuts, or mountable curbs?	Crossings Section		Curb Quality/Presence Positive Subscale	2 = 1; 1 or 0 = 0	
			(a) Pre-crossing curb (on N E S W side of street)			Curb Quality/Presence Positive Subscale	Ramp (w tactile) = 1; Ramp (w/o tactile) = 1; No ramp = 0	
C2_B12b	Pre-crossing has ramp (w tactile) = 1; Pre-crossing has ramp (w/o tactile) = 2; No ramp = 3		(b) Post-crossing curb (on N E S W side of street)			Curb Quality/Presence Positive Subscale	Ramp (w tactile) = 1; Ramp (w/o tactile) = 1; No ramp = 0	
C2_5_positive		77)	Alignment of curb cut/ramp and crossing?	Crossings Section		Curb Quality/Presence Positive Subscale	2 = 1; 1 or 0 = 0	
C2_5_negative						Crossing Impediments Negative Subscale	1 or 2 = 1; 0 = 0	

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Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 2 (continued)					
			Crosswalk Curb Cuts at Intersection 2 (continued)					
C2_5a	Ramp lines up w/xing = 1; Ramp does not line up = 2; No ramp = 3		(a) Pre-crossing curb *(on N E S W side of street)*			Curb Quality/Presence Positive Subscale; Crossing Impediments Negative Subscale	Ramp lines up w/xing = 1; Ramp does not line up =1; No ramp = 0	
C2_5a_positive			☐ Ramp lines up with crossing			Curb Quality/Presence Positive Subscale	Ramp lines up w/xing = 1	
C2_5a_opt2			☐ Ramp does not line up with crossing			Crossing Impediments Negative Subscale	Ramp does not line up =1	
C2_5a_negative			☐ No ramp			not used in positive or negative subscales		
C2_5b	Ramp lines up w/xing = 1; Ramp does not line up = 2; No ramp = 3		(b) Post-crossing curb *(on N E S W side of street)*			Curb Quality/Presence Positive Subscale; Crossing Impediments Negative Subscale	Ramp lines up w/xing = 1; Ramp does not line up =1; No ramp = 0	
C2_5b_positive			☐ Ramp lines up with crossing			Curb Quality/Presence Positive Subscale	Ramp lines up w/xing = 1	
C2_5b_opt2			☐ Ramp does not line up with crossing			not used in positive or negative subscales	Ramp does not line up =1	
C2_5b_negative			☐ No ramp			Crossing Impediments Negative Subscale		
C1_B78_positive		78)	Rate the condition and quality of curb cut/ramp.			Curb Quality/Presence Positive Subscale;		2 = 1; 1 or 0 = 0
C1_B78_negative						Crossing Impediments Negative Subscale		1 or 2 = 1; 0 = 0

Variable Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
		Intersection 2 (continued)					
		Crosswalk Curb Cuts at Intersection 2 (continued)					
		a. Pre-crossing curb (on N E S W side of street)					
C1_B78a1_negative		☐ Ramp is passable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is passable = 0	
C1_B78a1_positive					Curb Quality/Presence Positive Subscale	Ramp is passable = 1	
		☐ ADA-compliant slope (8.3% or less)			not used in positive or negative subscales		
		☐ No broken area			not used in positive or negative subscales		
		☐ Broken area passable with little or no effort			not used in positive or negative subscales		
C1_B78a2_negative		☐ Ramp is impassable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is impassable = 1	
C1_B78a_positive					Curb Quality/Presence Positive Subscale	Ramp is impassable = 0	
		☐ ADA-non-compliant slope (over 8.3%)			not used in positive or negative subscales		
		☐ Broken area impassable or only passable with high effort			not used in positive or negative subscales		
C1_B78a3		☐ No ramp			not used in positive or negative subscales		
		b. Post-crossing curb (on N E S W side of street)					

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 2 (continued)					
			Crosswalk Curb Cuts at Intersection 2 (continued)					
C1_B78b1_negative			☐ Ramp is passable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is passable = 0	
C1_b78b1_positive							Ramp is passable = 1	
			☐ ADA-compliant slope (8.3% or less)			not used in positive or negative subscales		
			☐ No broken area			not used in positive or negative subscales		
			☐ Broken area passable with little or no effort			not used in positive or negative subscales		
C1_B78b2_negative			☐ Ramp is impassable for mobility device (e.g., wheelchair)			Crossing Impediments Negative Subscale	Ramp is impassable = 1	
C1_B78b2_positive						Curb Quality/Presence Positive Subscale	Ramp is impassable = 0	
			☐ ADA-non-compliant slope (over 8.3%)			not used in positive or negative subscales		
			☐ Broken area impassable or only passable with high effort			not used in positive or negative subscales		
C1_B78b3			☐ No ramp			not used in positive or negative subscales		
W1_B79	59 or below = 1; 60-69 = 2; 70-79 = 3; 80-89 = 4; 90 or above = 5	79)	What is the temperature (F) today?					

Variable	Coding	Item Number	BE Tool Item Content	MAPS Section	BE Tool Sub-section	MAPS Subscale	Scoring	Combined Scoring (Both sides added) = (Score)
			Intersection 2 (continued)					
			Crosswalk Curb Cuts at Intersection 2 (continued)					
W2_B80	Sunny = 1; Partly Sunny/Partly Cloudy = 2; Overcast = 3; Rainy =4; Snowy = 5	80)	What is the weather today?					
W3_B81	No = 0; Yes = 1	81)	Does this segment need further evaluation during or after rainy periods?					