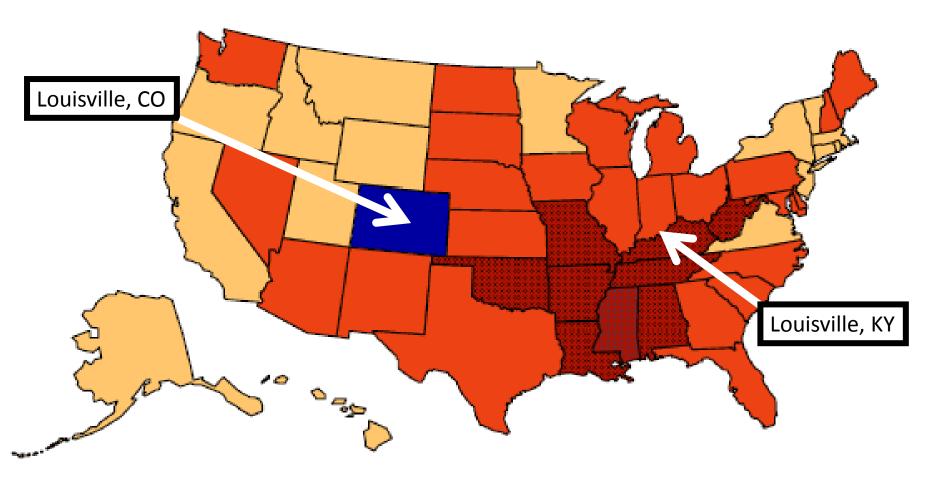
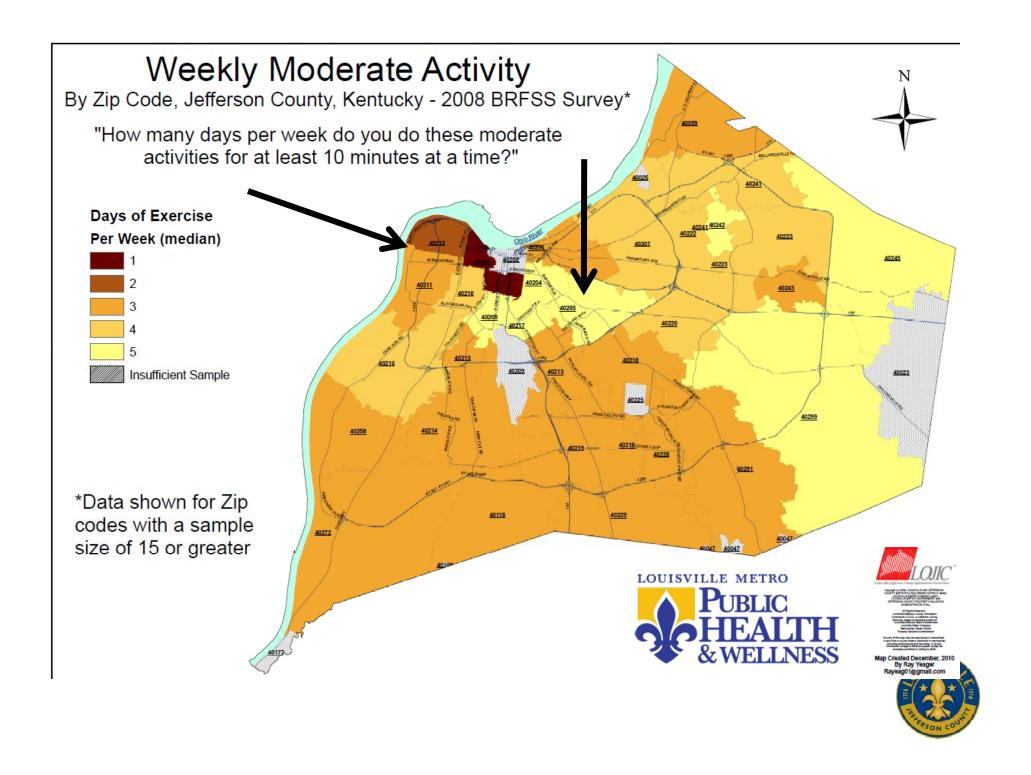


Obesity Trends* Among U.S. Adults BRFSS, 2009

(*BMI ≥30, or ~ 30 lbs. overweight for 5′ 4″ person)









Source: Jefferson County, Kentucky Collision Analysis for the Public, KSP

The Process

- 1. Walkability Assessment Tool
- 2. Identified grass top leaders
- 3. Implemented the tool
- 4. Priority report
- 5. Present reports to policy makers



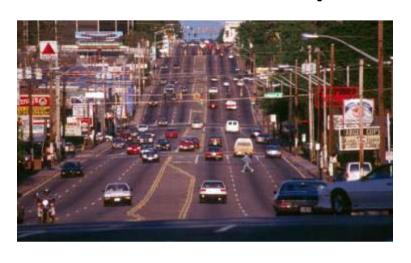


Walkability Assessment Tool

The next step of the walkability assessment is to identify the strengths and weaknesses of your neighborhood through completing this assessment form. You may want to walk the entire route first to be familiar with the conditions and observe some of the barriers to a safe walking environment. Then, on your way back, record your observation in the sheet below.

Road Name:															
Annual Average Daily Traffic (AADT) <8,000 = 0 8,000 - 14,999 = 1 15,000 - 24,999 = 2 25,000 or more = 3			Posted Speed (mph) <30 = 0 30-44 = 1 45 or more = 2		La di 1 21	# of Thru Lanes per direction 1 Lane= 0 2 Lanes = 1 3 or more = 2		Sidewa Conti		Coni Grass G		Aaterial phalt =0 crete = 0 Brick = 1 v/Dirt = 2 iravel = 3 ichip = 3	G Falir	Surface condition Good (Very few bumps, cracks, grass, or holes = 0 Fair (Some bumps, cracks, grass, or holes) = 1 Poor (Many bumps, cracks, grass, or holes) = 4	
							Side 1	side 2	Total	Side 1	side 2	Total	Side 1	side 2	Total
Sidewalk Width 8'or more = -1 5' - 7'11" = 0 4' - 4'11" = 1 <4' = 2			None = 0.50			Curb Ramps All = 0 Some = 2 None = 4			Attractiveness and maintenance of block > 75% well maintained = 0 50-74% well maintained =1 < 50% well maintained = 3			Adequate lighting Plenty = 0 Some = 0.50 None = 1			
Side 1	side 2	Total	Side 1	side 2	Total	Side 1	side 2	Total							

ADT (Traffic volumes)



> 25,000 = not very walkable



<20,000 = more walkable, with right conditions

Sidewalk width



4-5 foot



Less than 4 feet



8 feet or more

Buffer width



4 feet or more



None

Surface condition



Good = very few cracks, smooth surface



Poor = many cracks, unsmooth surface

Fair = some crack, manageable surface

Sidewalk/path

Is there a continuous or partial path?



1 side partial = low score



1 continuous = low score

Material



Brick sidewalk = lower score



Concrete sidewalk = higher score

Curb ramps



Good example. Good for all.



Bad example. Not good for all.

Lighting

Plenty

Lighting at intersections and mid-block

Some

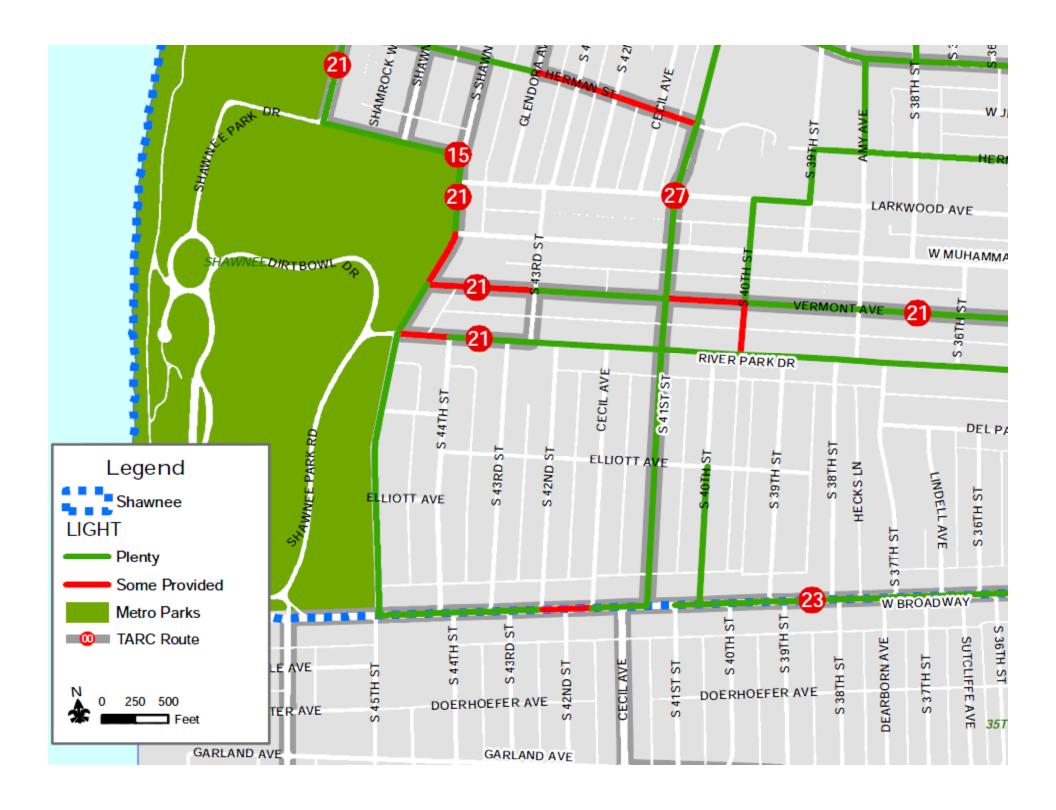
- Lighting only at intersection or only mid-block
- Lighting blocked by trees or limbs

None

Good for hide and seek





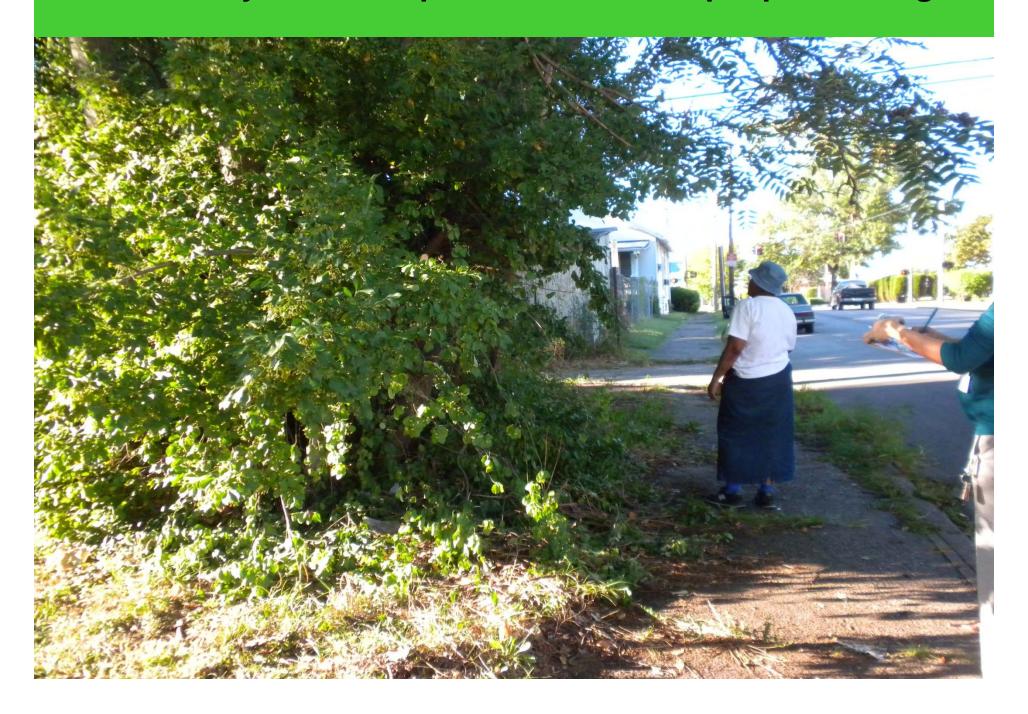




Before After



Walkability doesn't equal an increase in people walking



Next Steps



