# RSPPG E005 Appendices

## Appendix 1: Site Assessment Record

### The following check list is recommended for use when assessing the need for an at‑grade pedestrian crossing or changing an existing pedestrian crossing to another type. It should be completed in conjunction with a location plan (scale 1:2500) as outlined in Step 1 of this procedure guide and a general arrangement of the site at 1:500 scale.

1. **SITE CHARACTERISTICS**

|  |  |  |
| --- | --- | --- |
| Site Location | Description  Ordnance Survey Grid Reference | |
|  |  | |
| Carriageway Type | Single/Double  One Way/Two Way  Number of Lanes | |
|  |  | |
| Carriageway Width |  | |
|  |  | |
| Footway Width | Side 1  Side 2 | |
|  |  | |
| Refuge Island | Yes/No | |
|  |  | |
| Minimum Visibility | Pedestrian to vehicle Direction 1 Direction 2  Vehicle to crossing Direction 1 Direction 2 | |
|  |  | |
| Nearby Junctions | Yes/No  Distance to nearest junction Direction 1  Distance to nearest junction Direction 2 | |
|  |  | |
| Nearby Crossings | Yes/No  Distance to nearest controlled crossing facility Direction 1  Distance to nearest controlled crossing facility Direction 2  Type: Zebra/Pelican/Puffin/Toucan/Other | |
|  |  | |
| Waiting Restrictions | | At site Yes/No Type  Within 50 metres of site Yes/No Type | |
|  | |  | |
| On Street Parking | | Yes/No | |
|  |  | |
| Bus Stop | Within 50 metres of site Yes/No | |
|  |  | |
| Taxi Stand | Within 50 metres of site Yes/No | |
|  |  | |
| School Crossing Patrol | Yes/No  Distance from site | |
|  |  | |
| Local Amenities | Hospital  Health Centre/Doctor's Surgery  Sheltered Housing  Workshop for Disabled People  School/Nursery/Play Group  Post Office  Leisure Facility/Play Area/Public Park  Others including Pedestrian Leisure/Shopping Area  Sports Stadium/Entertainment Venue  Church Hall/Community Centre | |
|  |  | |
| Pedestrian Generators | Housing developments  Bus Station  Rail Station | |
|  |  | |
| Existing Desire lines/  Established Walking Routes | Yes/No  Location  Description | |