

<b>BTG-COMP BUILT ENVIRONMENT MASTER PLAN AUDIT FORM--2012</b>	Site ID <u>1 2</u>	Observation ID <u>0 2 - 1 2 -</u>
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Date:      /      / 201          Coder:           Coding Time (in hrs/mins):      Hrs      Mins

<b>Community Name:</b>
<b>State:</b> <u>    </u>
<b>State FIPS:</b> <u>    </u>
<b>County FIPS 1:</b> <u>    </u>
<b>County FIPS 2:</b> <u>    </u>
<b>Place FIPS:</b> <u>    </u>

<b>Community Type: (Select all that apply)</b>	
Region	<input type="radio"/> 1
County	<input type="radio"/> 2
Municipality	<input type="radio"/> 3
Town/Township	<input type="radio"/> 6
Other	<input type="radio"/> 5
Specify:	

<b>Policy Source(s) (Select all that apply)</b>	
On-line publisher	<input type="radio"/> 1
Community web site	<input type="radio"/> 3
Planning/Zoning Office web site	<input type="radio"/> 4
Community mail/email	<input type="radio"/> 5
Other	<input type="radio"/> 6
No policy (verified)	<input type="radio"/> 7
Missing some policies	<input type="radio"/> 10
Missing all policies (non-responder)	<input type="radio"/> 9

A. OVERALL PLAN INFORMATION		
TYPES OF PLANS	A1. Plan Present	
	Yes	No
a. Does the community have any type of plan document?	<input type="radio"/> 1	<input type="radio"/> 0
b. If there is a plan, what is it called?		
1. General Plan	<input type="radio"/> 1	<input type="radio"/> 0
2. Comprehensive Plan	<input type="radio"/> 1	<input type="radio"/> 0
3. General Growth Plan	<input type="radio"/> 1	<input type="radio"/> 0
4. Master Plan	<input type="radio"/> 1	<input type="radio"/> 0
5. Other type of plan, specify:	<input type="radio"/> 1	<input type="radio"/> 0

<b>NOTES</b>
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B. PLAN COMPONENTS					
TOPIC/ELEMENT	B1. Topic Present		B2. Stand-Alone Separate Plan on Topic		Specify Chapter/Section
	Yes	No	Yes	No	
a. Bicycle/Bicycling	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
b. Built Environment	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
e. Design	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
j. Implementation	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
m. Land Use	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
n. Open Space	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
o. Parks/Recreation	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
p. Pedestrian	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
r. Trails	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	
s. Transportation/Circulation	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 0	

D. MARKERS OF WALKABILITY - Part 1													
TOPIC/ELEMENT	Topic Present (X if Yes)	Walking/Bike/Ped oriented Provisions (oriented to active living)*		D2. Strength of Walkability Marker*			D21. Item exists?	D50. Crosswalks addressed (marker)*		D5. Crosswalks*			D51. Item exists?
		Yes	No	Req	Enc	No		Yes	No	Req	Enc	No	
a. Bicycle/Bicycling		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
b. Built Environment		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
e. Design		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
j. Implementation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
m. Land Use		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
n. Open Space		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
o. Parks/Recreation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
p. Pedestrian		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
r. Trails		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
s. Transportation/Circulation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1

\*Do not code Markers if Topic/Element=Not Present; Do not code Strength of Markers if Topic/Element=Not Present and/or Addressed=No

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**D. MARKERS OF WALKABILITY-Part 3**

TOPIC/ELEMENT	Topic Present (X if Yes)	D9. Bike/ped-related connectivity addressed (marker)*		D91. Strength of Bike/ped-connectivity marker*			D92. Item exists?
		y	n	Req	Enc	No	x if yes
a. Bicycle/Bicycling		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
b. Built Environment		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
e. Design		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
j. Implementation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
m. Land Use		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
n. Open Space		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
o. Parks/Recreation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
p. Pedestrian		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
r. Trails		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
s. Transportation/Circulation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1

\*Do not code Markers if Topic/Element=Not Present; Do not code Strength of Markers if Topic/Element=Not Present and/or Addressed=No

**D. MARKERS OF WALKABILITY-Part 3**

TOPIC/ELEMENT	Topic Present (X if Yes)	D10. Sidewalk addressed (marker)*		D101. Strength of sidewalk marker*			D102. Item Exists?
		y	n	Req	Enc	No	x if yes
a. Bicycle/Bicycling		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
b. Built Environment		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
e. Design		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
j. Implementation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
m. Land Use		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
n. Open Space		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
o. Parks/Recreation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
p. Pedestrian		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
r. Trails		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
s. Transportation/Circulation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1

**NOTES**

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## D. MARKERS OF WALKABILITY-Part 2

TOPIC/ELEMENT	Topic Present (X if Yes)	D7. Mixed use addressed (marker)*		D71. Strength of mixed use marker*			D72. Item exists? x if yes	D8. Street Connectivity addressed (marker)*		D81. Strength of street connectivity marker*			D82. Item exists? x if yes
		y	n	Req	Enc	No		y	n	Req	Enc	No	
a. Bicycle/Bicycling		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
b. Built Environment		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
e. Design		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
j. Implementation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
m. Land Use		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
n. Open Space		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
o. Parks/Recreation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
p. Pedestrian		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
r. Trails		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
s. Transportation/Circulation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1

## F/G. MARKERS OF ACTIVE/PASSIVE RECREATION

TOPIC/ELEMENT	Topic Present (X if Yes)	F1. Markers of active recreation (e.g., rec activity, exercise, playground)*		F2. Strength of active rec marker*			F21. Item exists? x if yes	G1. Marker of passive recreation (e.g., open/green space, parks)*		G2. Strength of passive rec marker*			G21. Item exists? x if yes
		y	n	Req	Enc	No		y	n	Req	Enc	No	
a. Bicycle/Bicycling		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
b. Built Environment		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
e. Design		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
j. Implementation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
m. Land Use		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
n. Open Space		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
o. Parks/Recreation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
p. Pedestrian		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
r. Trails		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1
s. Transportation/Circulation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1

\*Do not code Markers if Topic/Element=Not Present; Do not code Strength of Markers if Topic/Element=Not Present and/or Addressed=No

## NOTES

<b>BTG-COMP BUILT ENVIRONMENT MASTER PLAN AUDIT FORM--2012</b>	<b>Community ID</b> _____
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H. BICYCLE/TRAIL-RELATED MARKERS																														
TOPIC/ELEMENT	Topic Present (X if Yes)	H0. Bicycle/trail-related items addressed (marker)*				H10. Bike lane addressed (marker)*				H1. Bicycle lanes*			H11. Item exists? x if yes	H20. Bike parking addressed (marker)*			H2. Bicycle parking facilities*			H21. Item exists? x if yes	H30. Bike/ped.-related trails addressed (marker)*			H3. Bike/ped.-related trails/pathways/greenways*			H31. Item exists? x if yes			
		y		n		y		n		Req	Enc	No		y		n		Req	Enc		No	y		n		Req		Enc	No	
		1	0	1	0	1	0	1	0	1	0	1		0	1	0	1	0	1		0	1	0	1	0	1		0	1	0
a. Bicycle/Bicycling		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
b. Built Environment		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
e. Design		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
j. Implementation		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
m. Land Use		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
n. Open Space		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
o. Parks/Recreation		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
p. Pedestrian		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
r. Trails		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
s. Transportation/Circulation		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

		J. OTHER POLICIES						Notes:
Policy Type	Source Document	J1. Addressed (Marker)		J2. Strength of Policy*				
		y	n	Req	Enc	No		
a. Complete Streets Policy		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
b. Context Sensitive Design Policy		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		

		Do the incentives apply for development/maintenance of the any of the following?							
K. INCENTIVE POLICIES	Source Document	K1. Incentive Policy Addressed (Marker)		K11. Parks/Rec. Areas*		K12. Open/Green Space*		K13. Sidewalks*	
		Yes	No	Yes	No	Yes	No	Yes	No
		a. Does the plan address any financing/incentive policies that might encourage active living?		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
1. Financial incentives		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. In-kind		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Permitting		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Density/developmental bonuses		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Other, specify:		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Req=Required; Enc=Encouraged; No=Not specified      \*Do not code if topic/element is not present and/or if marker is not addressed

<p><b>NOTES</b></p>          
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<b>BTG-COMP BUILT ENVIRONMENT MASTER PLAN AUDIT FORM--2012</b>	<b>Community ID</b> <u>                    </u>
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**E. TRAFFIC CALMING PROVISIONS**

TOPIC/ELEMENT	Topic Present (X if Yes)	E0. Traffic calming addressed (marker)*		E1. Traffic circles/ roundabout/rotary*						E11. Item exists ?	E2. Speed humps/tables*					E21. Item exists ?	E3. Median with traffic island*					E31. Item exists ?	E4. Curb extension/ bulb out*					E41. Item exists ?			
		y	n	Pro	Res	Req	Enc	No	x if yes		Pro	Res	Req	Enc	No		x if yes	Pro	Res	Req	Enc		No	x if yes	Pro	Res	Req		Enc	No	x if yes
		a. Bicycle/Bicycling		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1		<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3		<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4		<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1
b. Built Environment		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
c. Conservation/Natural Resources (only code if covers trails, parks, open space, etc.)		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
e. Design		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
j. Implementation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
m. Land Use		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
n. Open Space		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
o. Parks/Recreation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
p. Pedestrian		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
r. Trails		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				
s. Transportation/Circulation		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 4	<input type="radio"/> 3	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 1				

Pro=Prohibited; Res=Restricted; Req=Required; Enc=Encouraged; No=Not specified      \*Do not code if topic is not present and/or marker is not addressed

**L. RESTRICTIVE LAND-USE COVENANT POLICIES**

				<b>Notes:</b>		
a. Are there plan provisions limiting the use of restrictive covenants that limit the development of food stores?	<b>Source Document</b>	<b>L1. Addressed (Marker)</b>		<b>L2. Strength of Policy*</b>		
		Yes	No	Req	Enc	No
		<input type="radio"/> 1	<input type="radio"/> 0	<input type="radio"/> 2	<input type="radio"/> 1	<input type="radio"/> 0

**CITATION INFORMATION**

**NOTES**