

# Draft City of Gig Harbor ADA Transition Plan for the Public Right-of-Way



## Appendix B2

### GIS Curb Ramp Prioritization Model and Spreadsheets

November 2021

Prepared by

10/6/2021

**GIS Steps for City of Gig Harbor Barrier Prioritization****Priority 1 TIP Ramps**

- 1) Query to isolate only Non-compliant ramps (416) in TSI\_ADA\_Ramps\_Rev1
- 2) Run Intersect Tool  
Inputs: TSI\_ADA\_Ramps\_Rev1 and TIPS\_revised  
Output: TSI\_ADA\_Ramps\_Rev1\_TIP
- 3) Add Field **TIP** (text) to TSI\_ADA\_Ramps\_Rev1  
Code curb ramp locations from intersect in TSI\_ADA\_Ramps\_Rev1 with **TIP**
- 4) Checked for **CartegraphID\_No** duplicates due to overlapping polygons

**Priority 2 Pedestrian Trail Routes and Transit Corridors (PED\_BUS) Ramps**

- 1) Merge Bus Routes and City Trails line features  
Inputs: Bus Routes and City Trails  
Output: BusRoutes\_CityTrails\_Merge
- 2) Create 50 foot buffer around BusRoutes\_CityTrails\_Merge  
Inputs: BusRoutes\_CityTrails\_Merge  
Output: BusRoutes\_CityTrails\_50ftBuff  
Distance: 50 feet  
Dissolve Type: Dissolve all output features into one feature
- 3) Run Intersect Tool  
Inputs: BusRoutes\_CityTrails\_50ftBuff and TSI\_ADA\_Ramps\_Rev1 (with Query to display only non-compliant ramp locations turned on)  
Output: BusRoutes\_CityTrails\_50ftBuff\_Ramps  
Output Type: point
- 4) Copy data points to spreadsheet
- 5) Add Field **PED\_BUS** (text) to TSI\_ADA\_Ramps\_Rev1  
Code curb ramps locations from intersect in TSI\_ADA\_Ramps\_Rev1 with **PED\_BUS**

**Priority 3 COLI Ramps**

- 1) Query to isolate only Non-compliant ramps (416) in TSI\_ADA\_Ramps\_Rev1
- 2) Run Intersect Tool  
Inputs: TSI\_ADA\_Ramps\_Rev1 and Centers\_of\_Local\_Importance\_CoLIs  
Output: COLIs\_Ramps
- 3) Add Field **COLI** (text) to TSI\_ADA\_Ramps\_Rev1  
Code curb ramp locations from intersect in TSI\_ADA\_Ramps\_Rev1 with **COLI**

**Group 4 Remainder**

- 1) Query to isolate only Non-compliant ramps (416) in TSI\_ADA\_Ramps\_Rev1) and not TIP = TIP and not PED\_BUS = PED\_BUS and not COLI = COLI





