

Name of urban place			Transect No. / Site No.	
Feature	Tally	Weighting (×1, ×2, or ×3)	Pedestrian Friendliness Score (Tally total × Weighting)	
Continuous pavement (on both sides of the road)				
Wide pavements (two people can freely pass each other)				
Clear curb edge delineates pavement from road				
Clear and safe crossing points (such as zebra and pelican crossings)				
Vehicle speed restricted to 20mph				
Car free areas (specific pedestrianisation scheme where road once was)				
Road refuges (such as islands in the centre of wide roads)				
Benches and rest stop points				
Protection from rain / sun through roadside overhangs				
Well-lit streets / pathways at night				
Pedestrian-specific signposting				
Aesthetic landscaping (trees, planters etc to make more attractive)				
			Total	