MAPS DATA DICTIONARIES - ABBREVIATED

1. Data Entry Dictionary: variable names and item-level coding

Route: Destinations and Land Use Section

Item	Item Content	Coding
LU1	How is audit information collected?	Foot (walked route) = 1 Auto (drove route) = 2 Both = 3
LU3a	Single family homes	No = 0 Yes = 1
LU3b	Multi-unit homes (duplex,4plx)	No = 0 Yes = 1
LU3c	Apartments or condominiums	No = 0 Yes = 1
LU3d	Apartments above street retail	No = 0 Yes = 1
LU6a	Food-related uses: Fast food restaurant	0 = 0 1 = 1 2+ = 2
LU6b	Food-related uses: Sit-down restaurant	0 = 0 1 = 1 2+ = 2
LU6c	Food-related land uses: Grocery/supermarket	0 = 0 1 = 1 2+ = 2
LU6d	Food-related land uses: Convenience store (incl. gas station)	0 = 0 1 = 1 2+ = 2
LU6e	Food-related uses: Café or coffee shop	0 = 0 1 = 1 2+ = 2
LU6f	Food-related land uses: Liquor/alcohol store	0 = 0 1 = 1 2+ = 2
LU6j	Retail and service-oriented land uses: Bank or credit union	0 = 0 1 = 1 2+ = 2
LU6k	Retail and service-oriented land uses: Health-related professional	0 = 0 1 = 1 2+ = 2
LU6l	Retail and service-oriented land uses: Entertainment	0 = 0 1 = 1 2+ = 2
LU6m	Retail and service-oriented land uses: Other service	0 = 0 1 = 1 2+ = 2

LU6n	Retail and service-oriented land uses: Other retail	0 = 0 1 = 1 2+ = 2
LU6s	Government or community land use: Place of worship	0 = 0 1 = 1 2+ = 2
LU6t	Government or community land use: School	0 = 0 1 = 1 2+ = 2
LU6z	Recreational land use: Private indoor	0 = 0 1 = 1 2+ = 2
LU6ad	Recreational land use: Public park	0 = 0 1 = 1 2+ = 2

Route: Streetscape Section

Item	Item Content	Coding
SS1a	Number of public transit stops: Bus stops	#
SS2_1a	Transit stop #1: Route #	text
SS2_1b	What is available at each transit stop? Transit stop #1 Bench	No = 0 Yes = 1
SS2_1c	What is available at each transit stop? Transit stop #1 Covered shelter	No = 0 Yes = 1
SS4a	What other street characteristics are present? Traffic calming (signs, circles, speed tables, speed humps, curb)	#
SS4b	Roll-over curbs (if whole segment = 1)	#
SS5	Are street lights installed?	None = 1 Some = 2 Ample = 3
SS6	How many driveways or alleys are there? (none, 1-2, 3-5, 6+)	None = 1 1-2 = 2 3-5 = 3 6+ = 4
SS7a	Presence of street amenities: Building overhangs that provide shelter…	No = 0 Yes = 1
SS7b	Presence of street amenities: Trash bins	No = 0 Yes = 1
SS7c	Presence of street amenities: Benches/places to sit	No = 0 Yes = 1
SS7d	Presence of street amenities: Bicycle racks	No = 0 Yes = 1

Route: Aesthetics and Social Section

Item	Item Content	Coding
A1	Do you observe pleasant hardscape features, such as fountains, sculptures, or art (public or private)?	No = 0 Yes = 1
A2	Do you observe softscape features such as gardens or landscaping?	No = 0 Yes = 1
A4	Are the buildings well-maintained? (%)	0% = 1 1-49% = 2 50-99% = 3 100% = 4
A5	Is the landscape well maintained? (%)	0% = 1 1-49% = 2 50-99% = 3 100% = 4
A6a	Which of the following physical disorders are present? Graffiti/tagging	No = 0 Yes = 1
A7	Rate the extent of physical disorder	None = 1 A little = 2 Some = 3 A lot = 4
A10	Presence of anyone walking?	No = 0 Yes = 1

Segments Section

(Each item should be prefaced by the Segment number – this table shows Segment 1 =S1_X).

Item	Item Content	Coding
S1_1	Is a sidewalk present?	No = 0 Yes = 1
S1_2	What is the width of the majority of the sidewalk?	<3 feet = 1 3-5 feet = 2 >5 feet = 3 No sidewalk =-777
S1_3a	Is there a buffer present?	No sidewalk = -777 No = 0 Yes = 1
S1_4	Is the sidewalk *continuous* within the segment?	No = 0 Yes = 1 No sidewalk = -777
S1_5b	Are there poorly maintained sections of the sidewalk that constitute trip hazards?(*e.g, heaves, misalignment, cracks, overgrowth)* Major	None = 1 One = 2 A few = 3 A lot = 4 No sidewalk = -777
S1_10	How many traffic lanes are present (include all lanes that traffic can use; choose most predominant)?	#
S1_14	Is there a marked bicycle lane marked with a line or a raised curb?	No = 0 Yes = 1
S1_17	Is there an informal path (shortcut), not on a cul-de-sac	No = 0

	which connects to something else?	Yes = 1
S1_23	How many trees exist within 5 feet of either side of the sidewalk/pathway (can be in buffer or setback; also count trees that are more than 5 feet away if they provide shade for the sidewalk/pathway)	0-1 = 1 2-5 = 2 6-10 = 3 11-20 = 4 21+ = 5 No sidewalk= -777
S1_24	How are the trees generally spaced?	Evenly = 1 Irregularly = 2 No sidewalk =-777
S1_25	What percentage of the length of the sidewalk/walkway is covered by trees, awnings or other overhead coverage?	1-25% = 1 26-50% = 2 51-75% = 3 76-100% = 4 No coverage = 5 No sidewalk = -777
S1_26	What is the smallest building setback from the sidewalk?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_27	What is the largest building setback from the sidewalk/walkway?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_28	What is the average height of buildings? (*Count both sides of the street)*	No building = 1 1-2 stories = 2 3-5 stories = 3 6-10 stories = 4 >10 stories = 5

Crossings Section

(Each item should be prefaced by the Crossing number – this table shows Crossing 1= C1_X)

Item	Item Content	Coding
C1_1d	Intersection control: Traffic circle	No = 0 Yes = 1
C1_3b	Signalization: Pedestrian walk signals	No = 0 Yes = 1
C1_3c	Signalization: Push buttons	No = 0 Yes = 1
C1_3d	Signalization: Countdown signal	No = 0 Yes = 1
C1_5a	Pre-crossing curb	Ramp lines up w/xing = 1 Ramp does not line up = 2 No ramp = 3
C1_5b	Post-crossing curb	Ramp lines up w/xing = 1 Ramp does not line up = 2

		No ramp = 3
C1_7c	Other characteristics of crossing: Crossing aids	No = 0 Yes = 1
C1_8a	Crosswalk treatment: Marked crosswalk	No = 0 Yes = 1
C1_8b	Crosswalk treatment: High-visibility striping	No = 0 Yes = 1
C1_8e	Crosswalk treatment: Different material than road	No = 0 Yes = 1
C1_11e	Features: Curb extensions	No = 0 Yes = 1

Cul-De-Sac Section

Item	Item Content	Coding
D1	How close is cul-de-sac or dead-end to participant's home?	On the Cds = 1 Adjacent = 2 <200 feet away = 3 >200 feet away = 4
D6a	What amenities exist at opening to or in cul-de-sac? Basketball hoops (number)	#
D6b	What amenities exist at opening to or in cul-de-sac? Skateboard features (number)	#
D7	Can most of the cul-de-sac area be seen from participant's home?	No = 0 Yes = 1

MAPS Data Dictionary: Item Recodes and Subscale Creation

Part 1: Route

A. Route: Destinations and Land Use

Item	Item Content	Scoring
Residential Density Subscale		
ResMix	Residential Mix	Apartment over retail only =1 Apts or multi-family only =2 Mixed or other = 3 Single family only = 4 None=0
Res_Density_Mix_recode	Residential density mix recoded (points)	0=commercial 1=single family 2=multi-family only and any other mix 3=apts over retail only
Shops Subscale		
Shops	Shops Subscale Score	LU6c + LU6d + LU6f + LU6n
Restaurant and Entertainment Subscale		
Restaur_ Ent	Restaurants and Entertainment subscale	LU6a + LU6b + LU6e + LU6l
Institutional/Services Subscale		

Institu_Svc	Institutional/Services subscale	LU6j + LU6k + LU6m
Worship Land Uses		
LU6s	Government or community land use: Place of worship	0=0 1=1 2+ =2
School Land Uses		
LU6t	Government or community land use: School	0=0 1=1 2+ =2
Public Recreation		
Public_Rec	Public Rec facilities (public park)	LU6ad
Private Recreation		
Private_Rec	Private Rec facilities (private indoor)	LU6z
Positive Destinations and Land Use		
DLU_pos	Destinations and Land Use: Positive subscale	ResMix_recode + Shops + Restaur_Ent + Institu_Svc + LU6s + LU6t + Public_Rec + Private_Rec

Items from DLU section not used in positive		
LU1	*How is audit information collected?*	*Foot (walked route) = 1* *Auto (drove route) = 2* *Both = 3*

B. Route: Streetscape

Item	Item Content	Scoring
Positive Streetscape		
Transit_tally	Transit stop tally that includes amenities (bench, shelter)	SS1a+SS2_1b+SS2_1c
Transit_tally_trichot	Transit stop tally. Trichotomized (points: 0, 1, or 2 thru highest)	0 1 2
SS4a_ dichot	What other street characteristics are present? Traffic calming (signs, circles, speed tables, speed humps, curb) . Dichotomized	None = 0 Any = 1
SS5_dichot	Are street lights installed? Dichotomized	None = 0 Any = 1
SS6_dichot	How many driveways or alleys are there? Dichotomized	0-5 driveways = 1 6+ driveways = 0
Positive Streetscape Subscales		
Pos_Streetscape	Positive Streetscape subscale: Transit tally, traffic calming, street lights, driveways/ alleys, street amenities (overhangs, trash bins, benches, bike racks)	Transit_tally_trichot + SS4a_dichot + SS5_dichot + SS6_dichot + SS7a + SS7b + SS7c + SS7d

Items from the Streetscape section not used in positive or negative subscales		
SS2_1a	*Transit stop (#1): Route #*	*text*

C. Route: Aesthetics and Social

Item	Item Content	Scoring
Positive Aesthetics and Social Elements		
A5_dichot	Is the landscape well maintained? Dichotomized	0-99% = 0 100% = 1
Positive Aesthetics and Social Subscale		
Pos_AesthSoc	Positive Aesthetics and Social Subscale: Hardscape, softscape, landscaping	A1 + A2 + A5_dichot
Negative Aesthetics and Social Elements		
A4_dichot_neg	Are the buildings well maintained? Dichotomized	0-99% = 1 100% = 0
A7_ dichot	Rate the extent of physical disorder. Dichotomized	None = 0 A little, some or a lot = 1
Negative Aesthetics and Social Subscale		
Neg_AesthSoc	Negative Aesthetics and Social Subscale: Buildings not maintained, graffiti, extent physical disorder.	A4_dichot_neg + A6a + A7_dichot
Overall Aesthetics and Social Subscale		
AesthSoc_Overall	Overall Aesthetics and Social Subscale	Pos_AesthSoc - Neg_AesthSoc

Items from the Aesthetics and Social section not used in positive or negative subscales		
A4_dichot	*Is the building well maintained? Dichotomized*	*0-99% = 0* *100% = 1*
A10	*Presence of Anyone walking?*	*No = 0* *Yes = 1*

Part 2: Segments

(Note: There are multiple segments possible per route; S1 indicates the first segment, for which the variables and subscales are listed below. For subsequent segments, use S2, S3, etc. for naming variables and subscales.)

A. Positive Subscales

Item	Item Content	Scoring
Positive Setback and Building Height		
S1_26	What is the smallest building setback from the sidewalk?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_27	What is the largest building setback from the sidewalk/walkway?	No building = 1 <10 feet = 2 10-20 feet = 3 21-50 feet = 4 51-100 feet = 5 >100 feet = 6
S1_26_27_0pts	Either setback (S1_26, S1_27) >50 ft and no building.	No = 0 Yes = 1
S1_26_27_1point	All other combinations of S1_26 and S1_27	No = 0

		Yes = 1
S1_26_27_2points	Both setbacks (S1_26 and S1_27) 10-20 ft. or one setback <10 ft and one setback 10-20 ft.	No = 0 Yes = 2
S1_26_27_3points	Both setbacks (S1_26 and S1_27) <10 ft.	No = 0 Yes = 3
S1_26_27_points	Smallest and largest setback scores combined	S1_26_27_0pts + S1_26_27_1point + S1_26_27_2points + S1_26_27_3points
S1_28_trichot	What is the average height of buildings? Trichotomized.	No building and 0-2 stories = 0 3-5 stories = 1 6-10 stories = 2 10+stories = 3
Positive Building Height and Setbacks Subscale		
PosBldgHtSetbks_S1	Positive Setbacks/Bldg. Height: Positive subscale	S1_26_27_points + S1_28_trichot
Sidewalk Subscale		
S1_1_recode	Is a sidewalk present? Recoded	No = 0 Yes = 2
S1_2_recode	What is the width of the majority of the sidewalk? Recoded	<3 feet = 2 3-5 feet = 2 >5 feet = 3 No sidewalk= 0
S1_4_recode	Is the sidewalk *continuous* within the segment? Recoded	No = 0 Yes = 1
S1_5b_dichot	Are there poorly maintained sections of the sidewalk that constitute trip hazards? Major; Dichotomized	0-1 = 0 A few or a lot = 1
Sidewalk_S1	Sidewalk subscale	S1_1_recode + S1_2_recode + S1_4_recode - S1_5b_dichot
Positive Buffer		
S1_3a_recode	Is there a buffer present? Recoded	No sidewalk = 0 No = 0 Yes = 1
Buffer Positive Subscale		
Buffers_Pos_S1	Buffers: Positive subscale	S1_3a_recode
Positive Bike Infrastructure		
S1_14_recode	Is there a marked bicycle lane marked with a line or a raised curb? Recoded	No = 0 Yes = 2
Bike Infrastructure Positive Subscale		
Bike_ Infra_S1	Bike Infrastructure: Positive subscale	S1_14_recode + S1_15
Trees Positive		
S1_23_trichot	How many trees exist within 5 feet of either side of the sidewalk/pathway? Trichotomized	No sidewalk/NA = 0 0-1 trees = 0; 2-10 trees = 1 >11 trees = 2
S1_24_recode	How are the trees generally spaced? Recoded	Irregular or no

		sidewalk/NA= 0 Evenly = 1
S1_25_trichot	What percentage of sidewalk/walkway is covered by trees/other overhead coverage? Trichotomized	No coverage or no sidewalk/NA and ≤25% = 0 26%-75% = 1 >75% = 2
Trees Positive Subscale		
Trees_S1	Trees: Positive subscale	S1_23_trichot + S1_24_recode + S1_25_trichot
Informal Path or Shortcut Positive (single item, not a subscale)		
S1_17	Is there an informal path (shortcut), not on a cul-de-sac which connects to something else?	No = 0 Yes = 1
Building Height to Road Width Ratio Subscale		
BldgHt_RdWdthSetbk_Ratio_S1	Building Height: Road Width+Setback Avgs. Ratio	S1_28_feet/RdWdth_plus_Setbk_avg_S1
BldgHt_RdWdthSetbk_Ratio_Scores_S1	Scores for the above ratio.	Lowest - .499 = 0 .50 - .999 = 1 1.0 - 1.999 = 3 2.0 - 2.999 = 2 3.0 – Highest = 1
RdWdth_plus_Setbk_avg_S1	Road width (in feet) plus setback averages	S1_10_feet + S1_26_27_feetmid_avg
S1_28_feet	Average building height –recalculated in feet (using midpoint of response option ranges). (Top of the ratio.)	No building = 0 1-2 stories = 18 3-5 stories 48 6-10 stories = 96 >10 stories = 144
S1_10_feet	How many traffic lanes are present? Recalculated in feet.	1 = 12 2 = 24 3 = 36 4 = 48 5 = 60 6 = 72 7+ = 84
S1_26_feetmid	Smallest building setback from the sidewalk, calculated using the midpoint of response option ranges.	No building = 0 <10 feet = 5 10-20 feet = 15 21-50 feet = 35 51-100 feet = 75 >100 feet = 100
S1_27_feetmid	Largest building setback from the sidewalk, calculated, using the midpoint of response option ranges.	No building = 0 <10 feet = 5 10-20 feet = 15 21-50 feet = 35 51-100 feet = 75 >100 feet = 100
S1_26_27_feetmid_avg	Average smallest and largest setback midpoints (S1_26 and 27). (Part of the bottom of the ratio.)	Calculated numeric range

Road Width		
S1_10_dichot	How many traffic lanes are present? Dichotomized	1-4 lanes = 1 >5 lanes = 2
Road_Width_S1	Road_Width	S1_10_dichot
Positive Segments Subscale		
Segments_Pos_S1	Sum of positive segment subscales	PosBldgHtSetbks_S1 + Sidewalk_S1 + Buffers_Pos_S1 + Bike_Infra_S1 + Trees_S1 + S1_17+BldgHt_RdWdthSetbk_Ratio_Scores_S1

Part 3: Crossings

(Note: There are multiple crossings possible per route; C1 indicates the first crossing, for which the variables and subscales are listed below. For subsequent crossings, use C2, C3, etc. for naming.)

A. Positive Subscales

Item	Item Content	Scoring
Crosswalk Amenities Positive Subscale		
CrosswalkAmenities_C1	Crosswalk amenities: Positive subscale (Crossing aids, marked crosswalk, high visibility striping, different material than road, curb extensions).	C1_7c + C1_8a + C1_8b + C1_8e + C1_11e
Curb Quality/Presence		
C1_5a_positive	Pre-crossing curb - option 1: Ramp lines up with crossing. Recoded	Ramp lines up w/xing = 1 Ramp doesn't line up = 0 No ramp = 0
C1_5b_positive	Post-crossing curb - option 1: Ramp lines up with crossing. Recoded	Ramp lines up w/xing = 1 Ramp doesn't line up = 0 No ramp = 0
Curb Quality/Presence Positive Subscale		
Curb_Qual_C1	Curb Quality and Presence Subscale	C1_5a_positive + C1_5b_positive
Intersection Control and Signage Positive Subscale		
IntsectCtrlSign_C1	Intersection Control/Signage: Positive subscale (Traffic circle, pedestrian walk signals, push buttons, countdown signal)	C1_1d + C1_3b + C1_3c + C1_3d
Positive Crossing Subscale		
PosCrossChars_C1	Positive Crossing	CrosswalkAmenities_C1 + CurbQual_C1 + IntsectCtrlSign_C1

Part 4: Cul-De-Sacs

(Note: There may be multiple cul-de-sacs (CdS) per route; D1 indicates the first cul-de-sac, for which the variables and subscale are listed below. For subsequent cul-de-sacs, use D2, D3, etc., for naming.)

Item	Item Content	Scoring
D1_1_dichot	How close is cul-de-sac or dead-end to participant's home? Dichotomized.	On the CdS = 1 Adjacent = 1 <200 feet away = 0 >200 feet away = 0
D1_6_sum	Total amenities: basketball hoops + skateboard features	#
D1_6_sum_trichot	Total amenities: sum: Trichotomized.	0 = 0 1 = 2 >1 = 2
Overall CulDeSac		
OverallCdSScore_D1	Sum of all items except 4, 9, 10, 12 (closeness to participant's home, total amenities, visibility of cul-de-sac area from participant's home)	D1_1_dichot + D1_6_sum_trichot + D1_7