

# Designing Pedestrian Facilities for Accessibility

## Module 3

### Curb Ramps & Blended Transitions



U.S. Department of Transportation  
Federal Highway Administration

# Curb Ramps & Other Transitions

- Purpose:
  - Allow pedestrians to transition between the street and sidewalks, islands, etc.
- Typically installed at:
  - Intersections (1 ramp at each end of each crosswalk)
  - Mid-block crossings (including trail crossings)
  - Accessible on-street parking spaces
  - Passenger loading zones & bus stops



# R 304 Curb Ramps (R303)

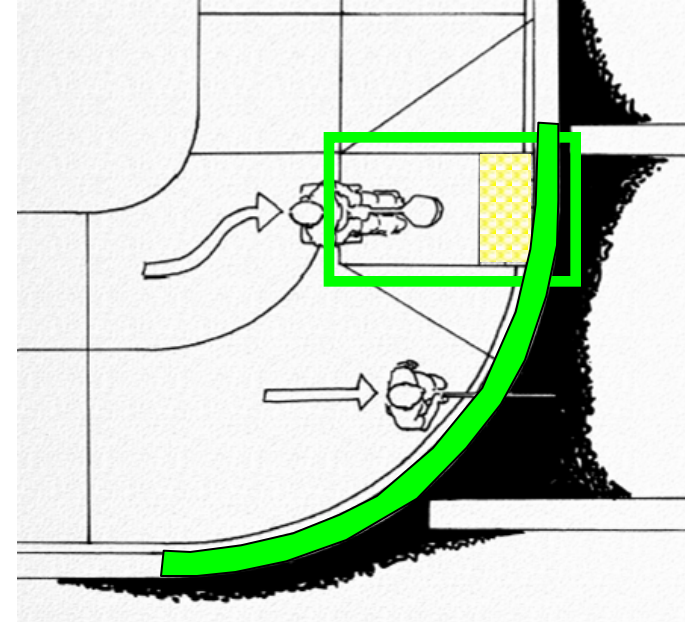
- First required by the Rehabilitation Act of 1973, Section 504
- The implementing regulations under Title II of the ADA require curb ramps for existing facilities, as well as for all new construction



# Curb Ramp Conundrum

## Module 3: Curb Ramps & Blended Transitions

- Curbs: cue for pedestrians who are blind or with low vision
- Curbs are a barrier for persons in wheelchairs
- Curb ramps remove the barrier for wheelchairs
- Detectable warnings are a “replacement” cue to indicate location of the street



# Design Issues for Pedestrians Who use a Wheelchair

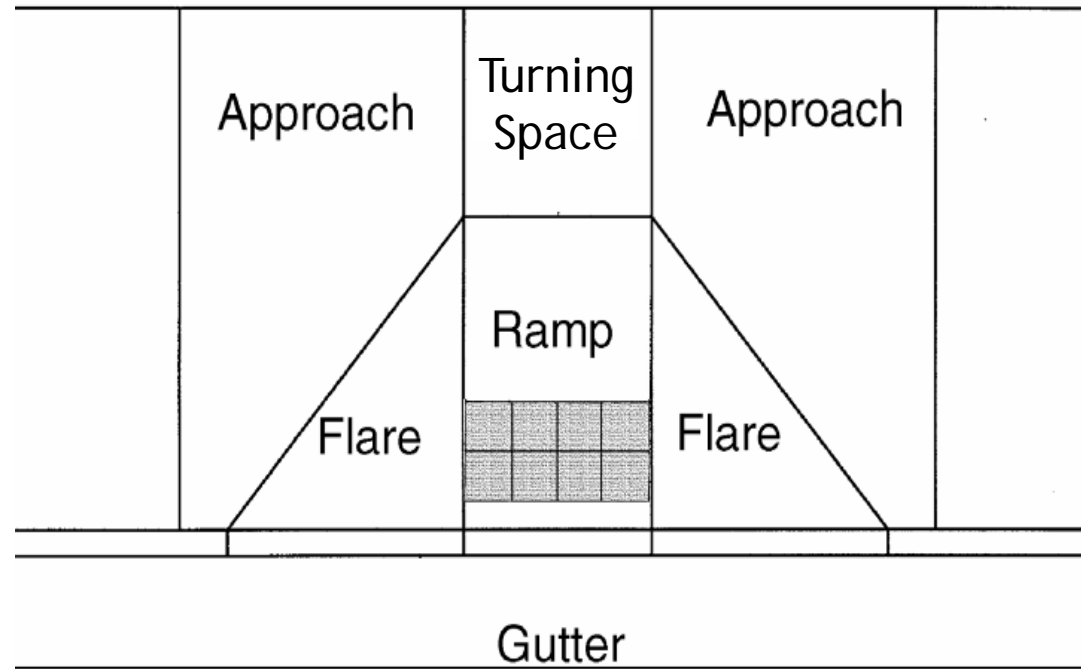
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Transitions

## US Access Board Video Persons Who Use Wheelchairs (10 mins)



# R304 Curb Ramp Components (R303)

## Module 3: Curb Ramps & Blended Transitions



# Curb Ramp Components - Visual and Tactile Contrast

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- Detectable warnings (truncated domes)
  - Visual
  - Tactile
- Covered in Module 4





# Curb Ramp Alignment

## Module 3: Curb Ramps & Blended Transitions

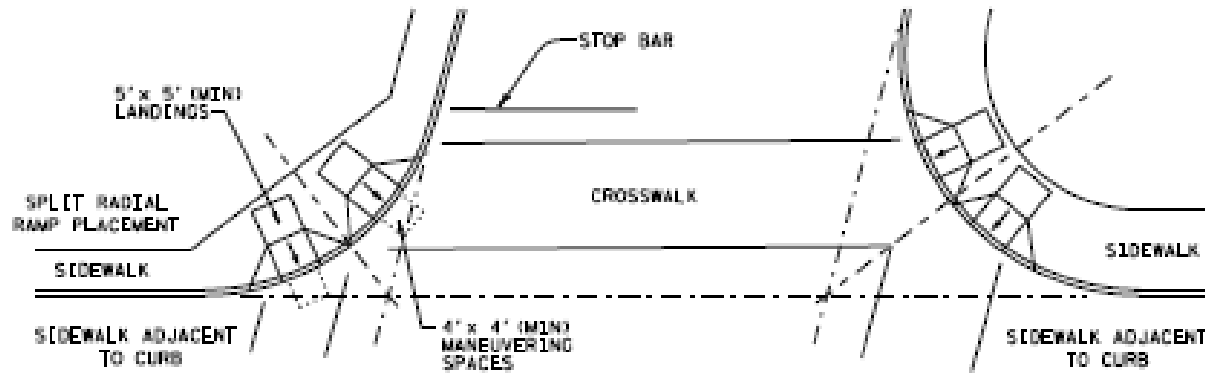
- Curb ramps aligned with crosswalks help wheelchair users orient themselves to cross the street
- On small radius corner, curb ramp can be aligned with crosswalk and be perpendicular to curb





# Curb Ramp Alignment

- Large Radius placement

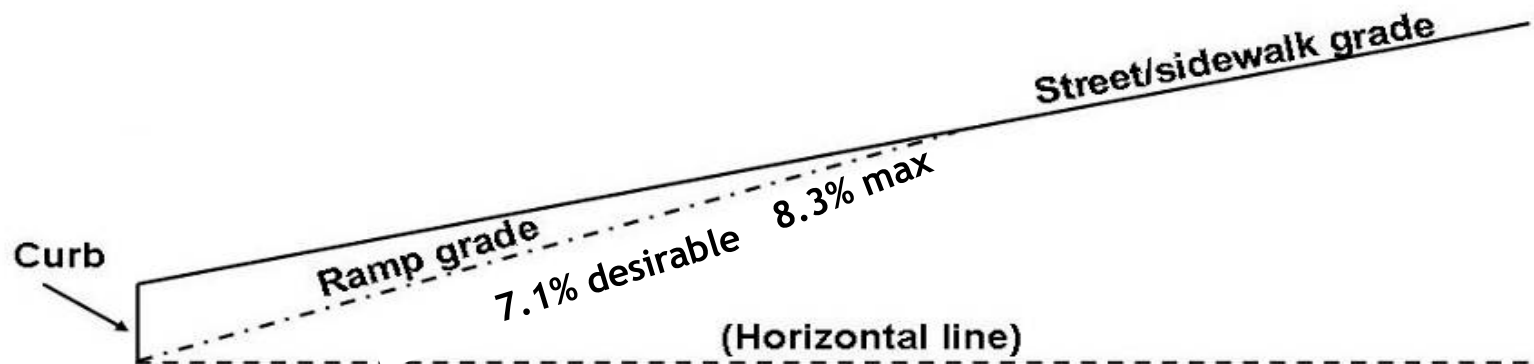


SKEWED INTERSECTION WITH "LARGE" RADIUS



## R304 R303.2 Curb Ramp Grade (Running Slope)

- Recommended maximum grade to allow for construction tolerance - 7.1%
- Maximum grade - 8.3%
- Least slope possible is preferred
- When “chasing grade,” running slope length need not exceed 15', but slope must be uniform (R304.2.2 and R304.3.2)

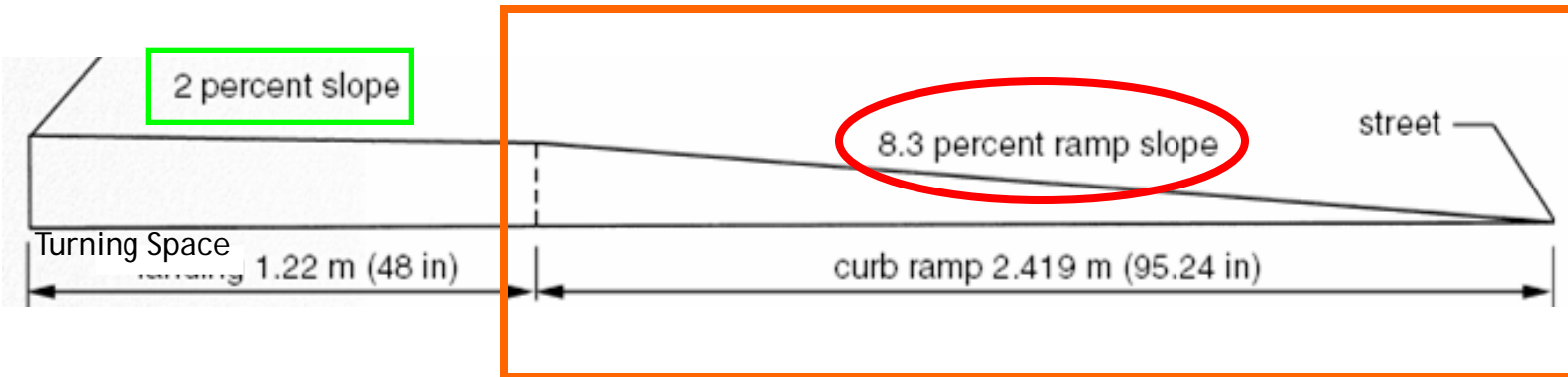


## R304.2.2 Curb Ramp Length (R303)

$$\text{Ramp Length} = \frac{\text{curb height}}{(\text{ramp slope}) - (\text{sidewalk cross slope})}$$

8.3%                      2%

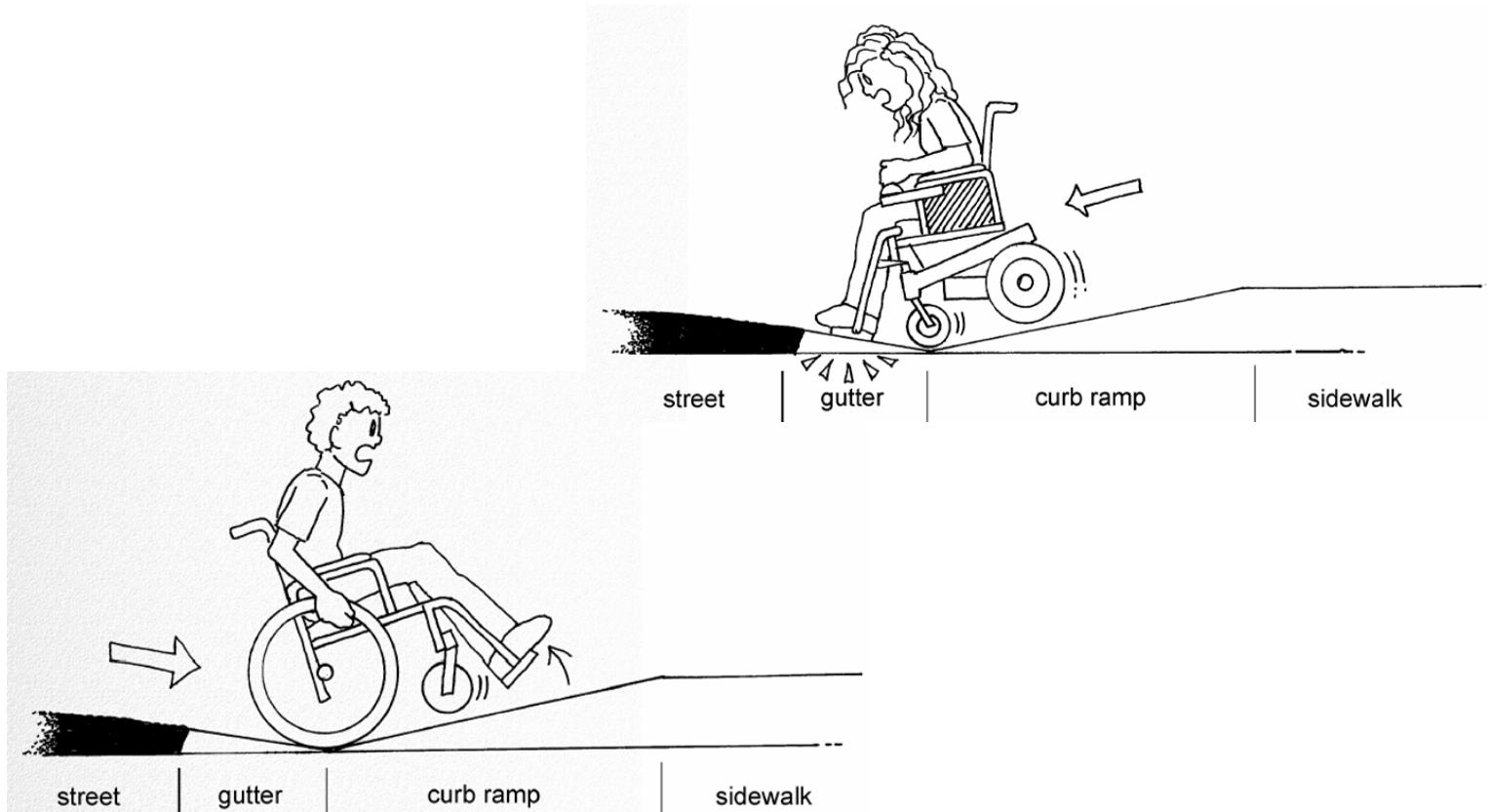
- Sample curb ramp length calculation
  - Curb height / (8.3% - 2%) = Ramp Length
  - Higher curb or flatter ramp grade = longer curb ramp



# R304.5.4 Change of Grade (Counter Slopes) (R303.3.5)

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Abrupt changes of grade are difficult to use and can cause wheelchairs to flip over backward or forward

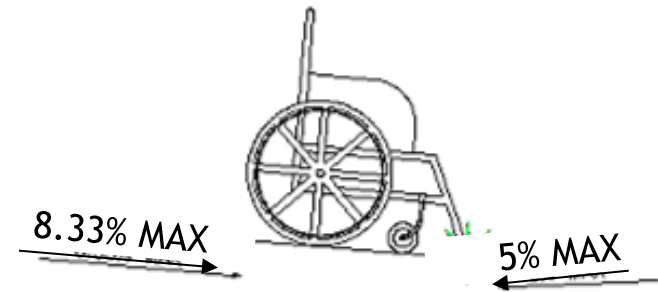


# Change of Grade (Counter Slopes) (R303.3.5)

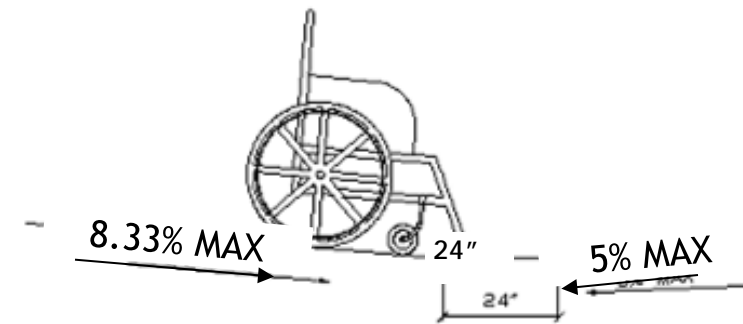
- PROWAG allows 8.3% ramp plus 5% grade at the adjacent street = 13.3%

- Best Practice:

- If algebraic difference exceeds 11%, provide a 2 foot level area at base of curb ramp



ALGEBRAIC DIFFERENCE  
GREATER THAN 11% NOT  
PERMITTED



PROVIDE 24" LEVEL STRIP IF  
ALGEBRAIC DIFFERENCE  
EXCEEDS 11%





# Change of Grade (Counter Slopes)

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Without the flat area, a wheelchair can get stuck at the bottom of the ramp or flip forward or backward



## R 304.5.1 Curb Ramp Width

- PROWAG min: 4'
- Wider ramps are better: full crosswalk or sidewalk width





## R304.2.1 & R304.3.1 Turning Space (R303)

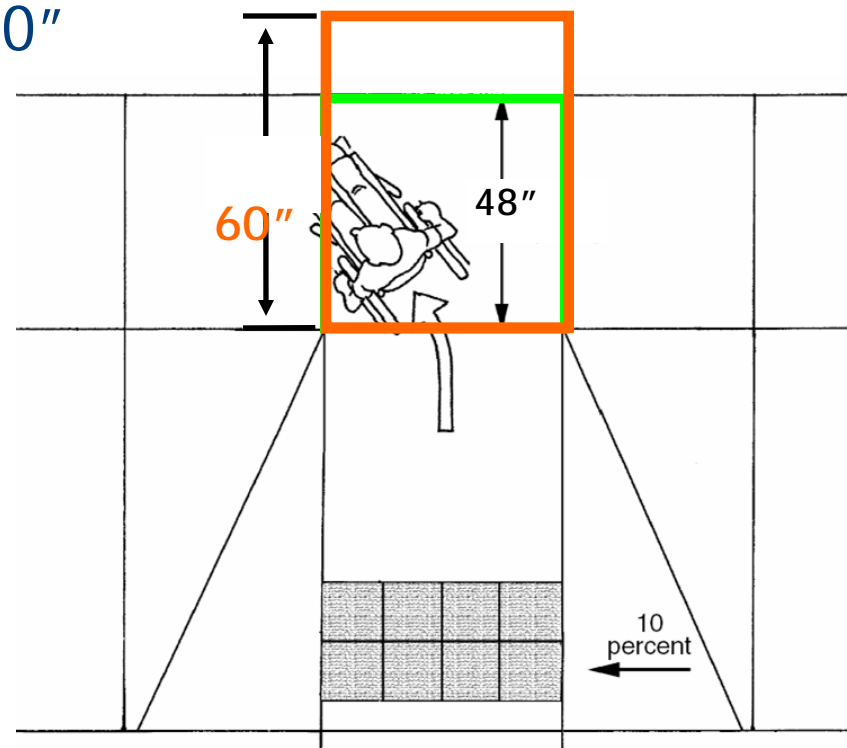


- Min. 4.0 ft. by 4.0 ft. turning space shall be provided at the top of the curb ramp and shall be permitted to overlap other landings and clear space.
- Cross Slope (R304.5.3 as published)
  - If Stop/Yield control: 2% max.
  - If Signal/uncontrolled/midblock: match street grade
- Cross Slope (expected revision)
  - If Stop/Yield control: 2% max.
  - If Signal/uncontrolled: 5% max.
  - Midblock: match street grade



# Turning Space Dimension R304.2.1 & R304.3.1

- Turning space should be 4 feet x 4 feet minimum
- Turning area may overlap or serve multiple ramps
- 60" min. in direction of pedestrian crossing when constrained
- Best practice: 60" x 60"



# Turning Space

Planter strip & small radius make it easy to place 2 curb ramps per corner lined up with sidewalks, obstacle-free, and with turning space





# Turning Space

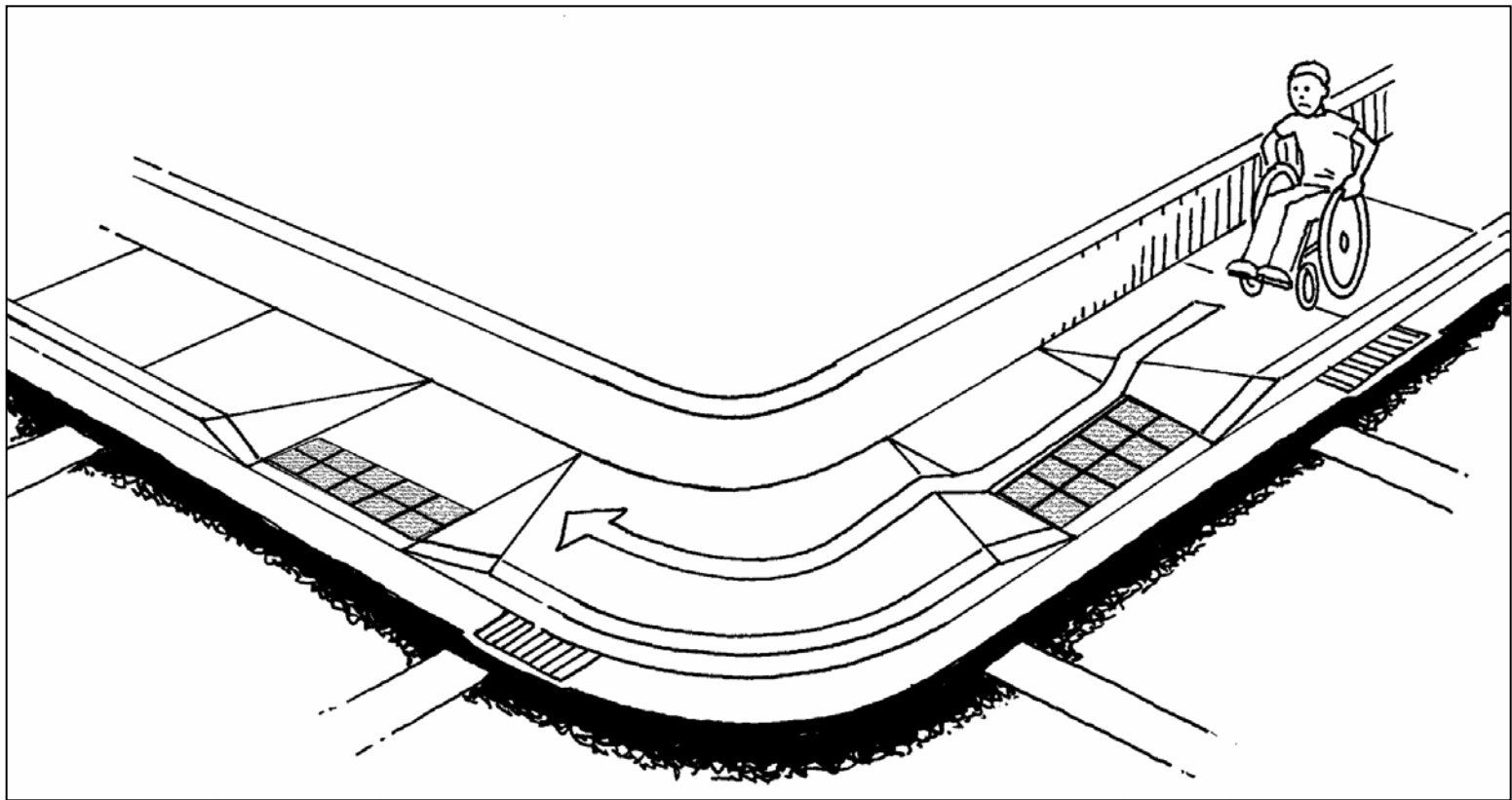
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Without a turning space, user must turn while climbing, which is difficult for many users, and not compliant with the ADA.



# Turning Space

Without a turning space, pedestrians continuing along the sidewalk experience severe cross-slope





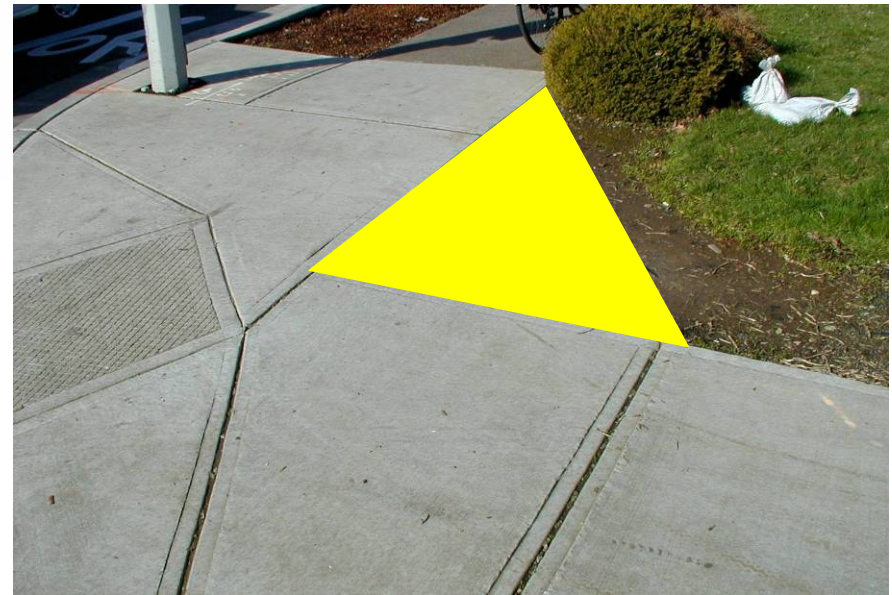
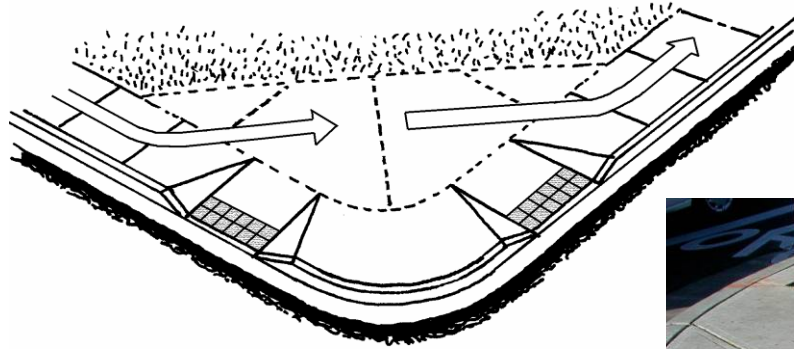
# Turning Space

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# Turning Space

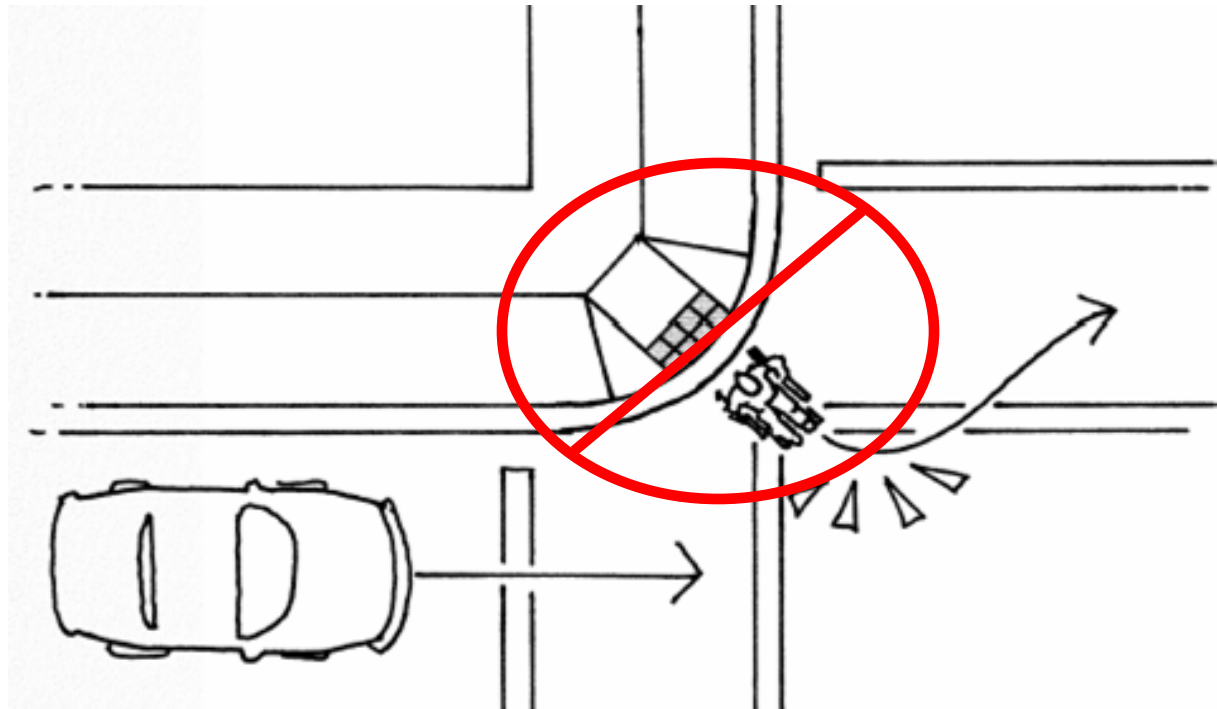
Non-compliant curb ramps without a turning space may be retrofitted by adding a turning space behind the curb ramps





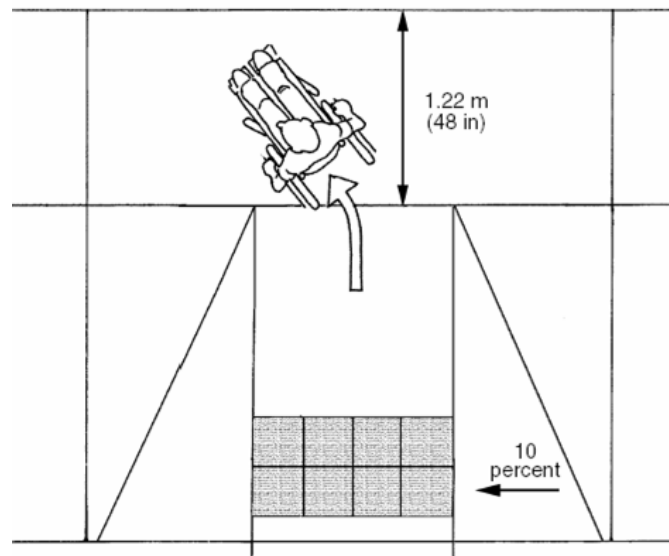
## R304.5.5 Clear Space (R303.3.6)

Bottom of curb ramp must have 48 x 48 inch clear space wholly outside the parallel vehicle travel lane and within the crosswalk.



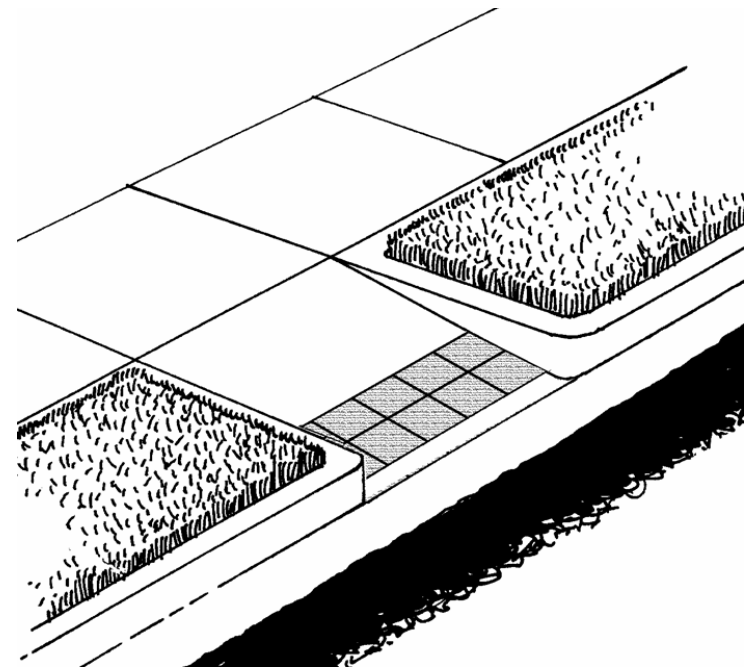
## R304.2.3 Perpendicular Curb Ramp Flared Sides (R303)

- Flared sides with a slope of 10 percent maximum, measured parallel to the curb line, shall be provided where a pedestrian circulation path crosses the curb ramp
- Flares are not part of the pedestrian access route.



## Advisory R304.2.3 No Flare Sides (R303.2.1.4)

- Returned curbs provide useful directional cues when aligned with the pedestrian street crossing
- Flares are not needed if the sides of the curb ramp are protected from cross travel by landscaping, street furniture, chains, fences or railings



# Flared Sides

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## Flared sides not needed in landscaped areas



# Best Practice - Drainage at Curb Ramps

- To prevent standing water at the base of curb ramps:
  - Place inlets upstream of ramps
  - Widen the gutter pan and flatten at the curb ramp
  - The gutter pan counter slope must be flatter than the running slope of the curb ramp; a steeper gutter cross slope can resume outside the curb ramp

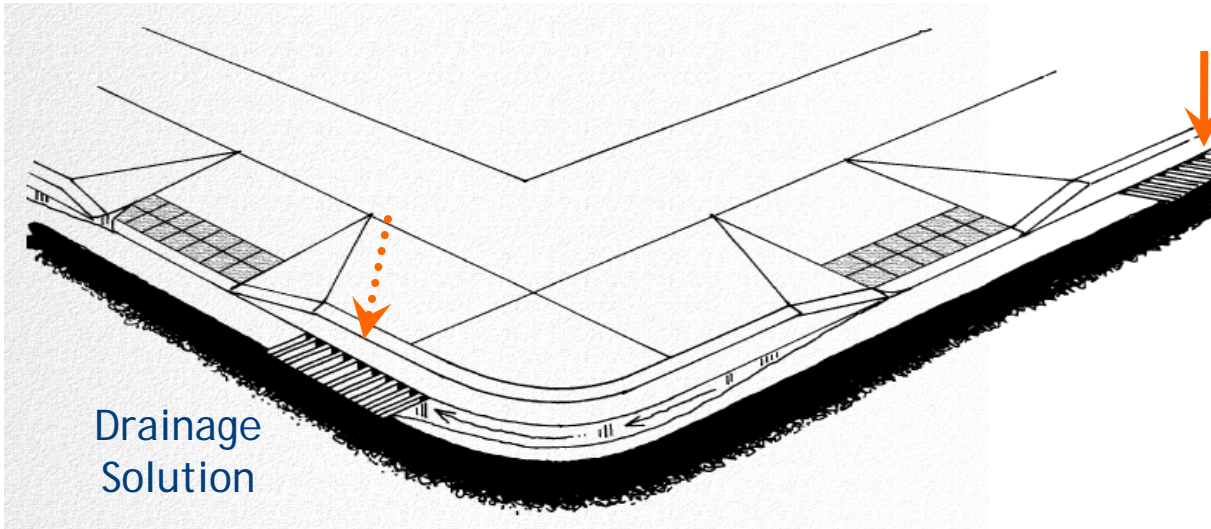
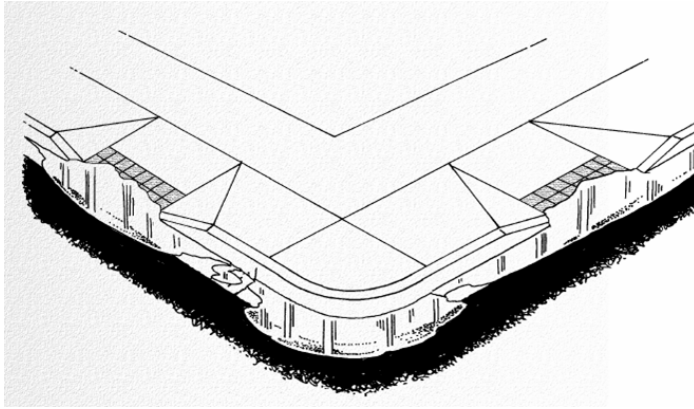




# Best Practice - Drainage at Curb Ramps

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## Add inlets upstream of ramps

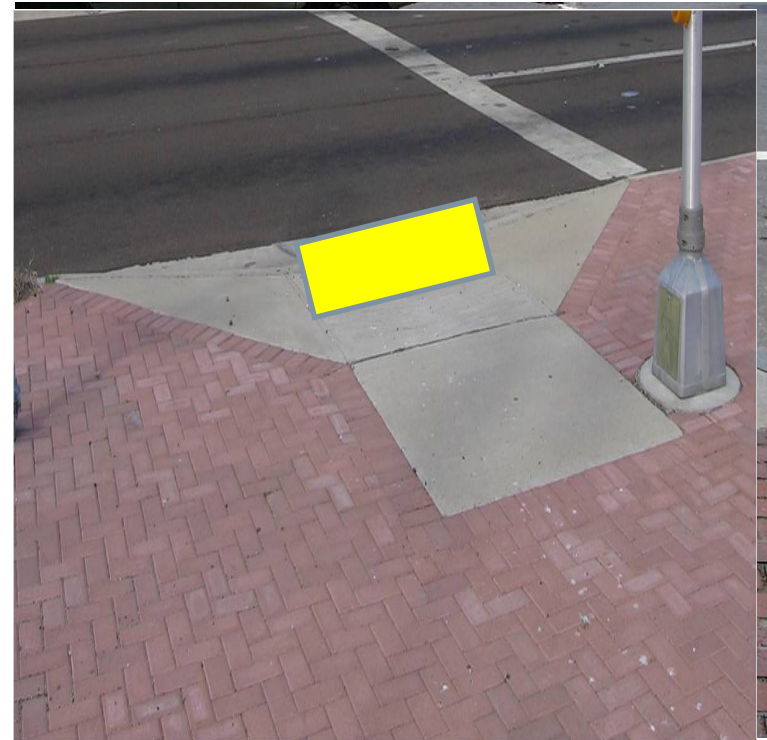


# R302.7 Surfaces (R303.3.3)

Curb ramp surface should be smooth, texture makes them hard to climb



Poor design



Better design





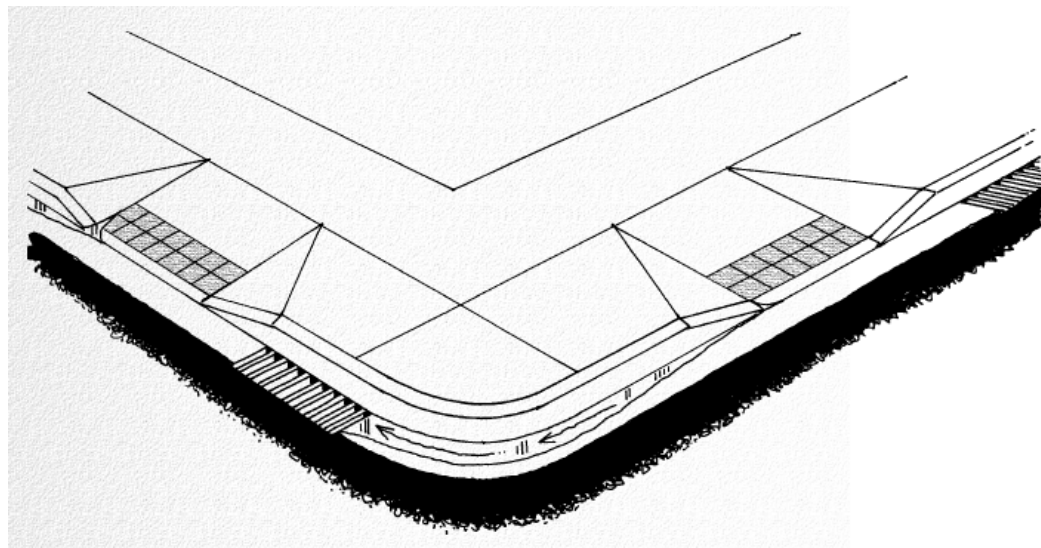
# Types of Sidewalk/Street Connections

- Curb Ramps (running slope 5 - 8.3%)
  - R304.2 - Perpendicular curb ramps (R303.2.1)
  - R304.3 - Parallel curb ramps (R303.2.2)
- Blended Transitions (R304.4) - Blended transitions (running slope < 5%) (R303.2.3)



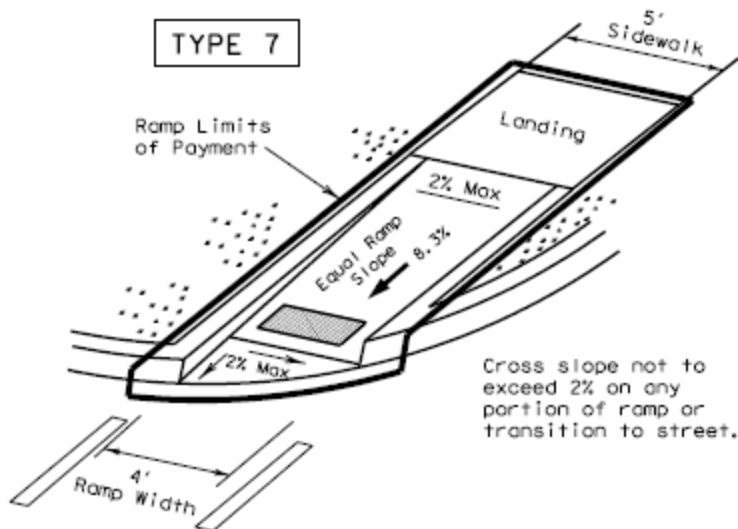
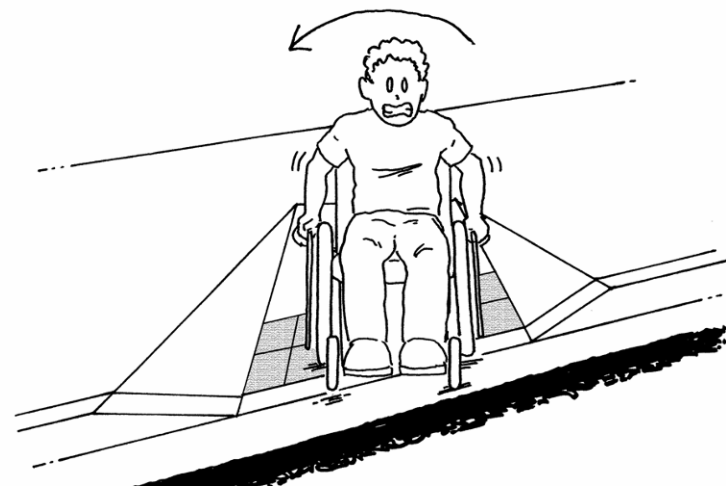
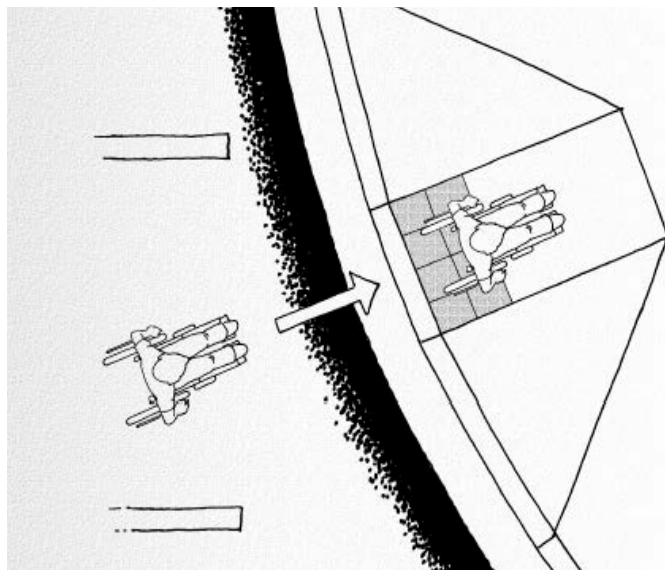
## R304.2 Perpendicular Curb Ramps (R303.2.1)

- Perpendicular curb ramps shall have a running slope that cuts through or is built up to the curb at right angles or meets the gutter grade break at right angles.
- Grade: 5-8.3%
- Min. 4'x4' turning space at top of ramp
- Flared sides if cross travel permitted



# Perpendicular Curb Ramp Alignment

Module 3:  
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& Blended  
Transitions



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## R304.5.3 Perpendicular Curb Ramp Cross Slope (R303)

- Cross Slope (R304.5.3 as published)
  - If Stop/Yield control: 2% max.
  - If Signal/uncontrolled/midblock: match street grade
- Cross Slope (expected revision)
  - If Stop/Yield control: 2% max.
  - If Signal/uncontrolled: 5% max.
  - Midblock: match street grade





# Perpendicular Curb Ramp

## Module 3: Curb Ramps & Blended Transitions



# Perpendicular Curb Ramps

- Advantages
  - Least likely to pond and trap sediment
  - User has setback from traffic while waiting to cross
- Disadvantages
  - Difficult to provide a good path of travel on large radius corners
  - Require a lot of space - a wide sidewalk, a curb extension, or a planter strip may be needed to accommodate the curb ramp and the level landing



## R304.3 Parallel Curb Ramps (R303.2.2)

- Parallel curb ramps shall have a running slope that is in-line with the direction of sidewalk travel.
- Grade: 5-8.3%
- Min. 4'x4' turning space at bottom of ramp

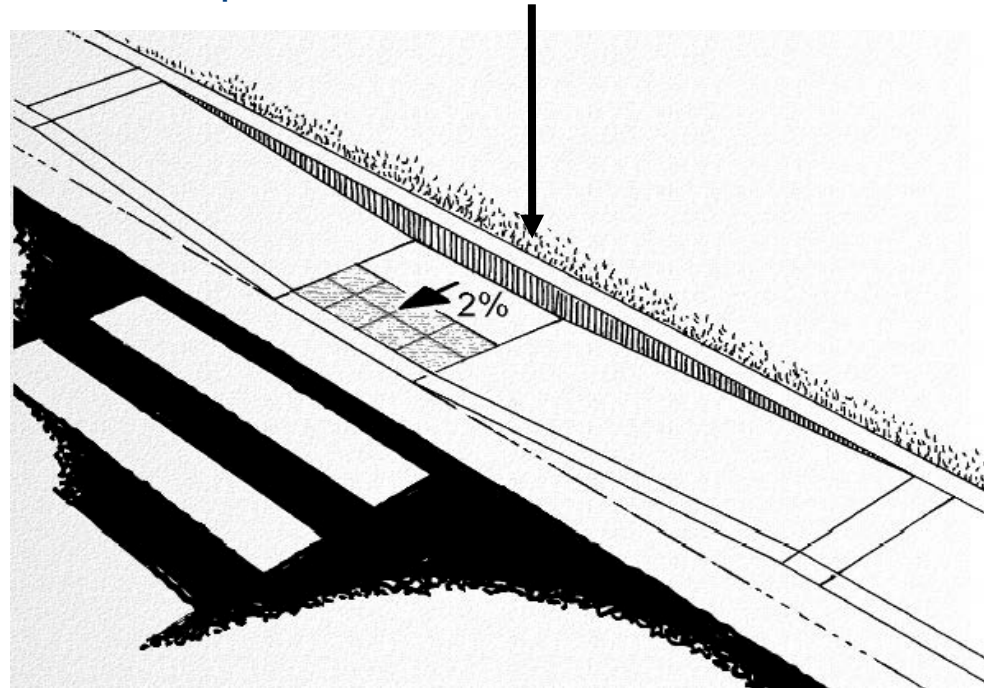




# Parallel Curb Ramps

- The ramp is parallel to the curb and the pedestrian's direction of travel on the sidewalk

Curb at rear not required, but retains soil and provides edge for pedestrians with visual impairments



## R304.5.3 Parallel Curb Ramp Cross Slope (R303)

- Cross Slope (R304.5.3 as published)
  - If Stop/Yield control: 2% max.
  - If Signal/uncontrolled/midblock: match street grade
- Cross Slope (expected revision)
  - If Stop/Yield control: 2% max.
  - If Signal/uncontrolled: 5% max.
  - Midblock: match street grade



# Parallel Curb Ramps

- Advantages
  - Fits within narrow ROW
- Disadvantages
  - Users continuing along the sidewalk must negotiate ramp grades
  - Careful attention must be given to the construction of the bottom turning space to limit accumulation of water and/or debris



## R304.4 Blended Transitions (R303.2.3)

- Running slope - 5 percent maximum
- Cross Slope as published (same revisions expected)
  - If Stop/Yield control: 2% max.
  - Otherwise: 5% max.
- No turning space is required





# Blended Transitions

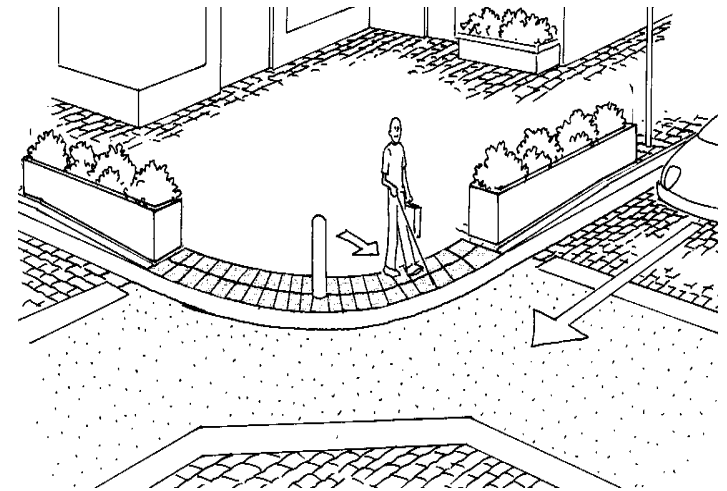
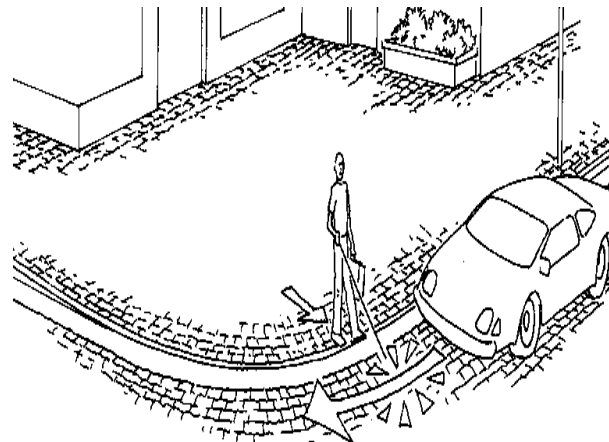
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- Sidewalk elevation lowers to street with gradual change in slope



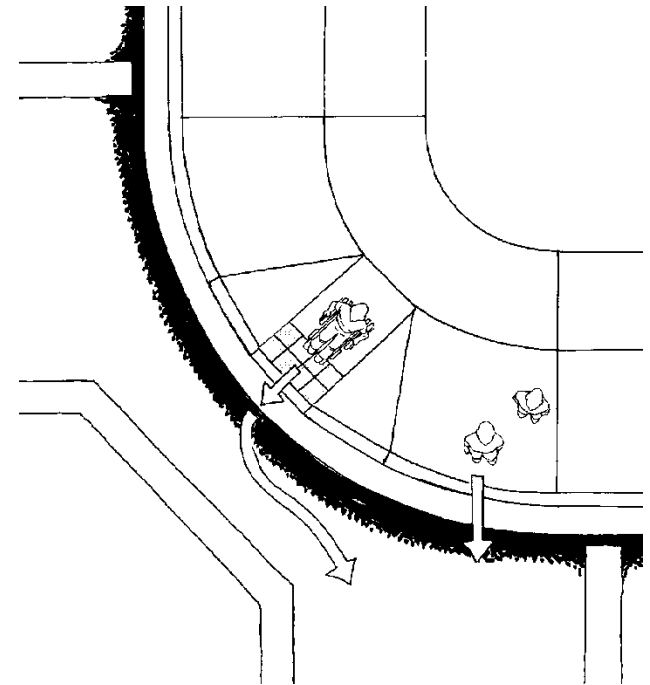
# Blended Transitions

- Advantages
  - No turning space required
- Disadvantages
  - Children, persons with cognitive impairments, guide dogs may not distinguish street edge
  - May allow turning vehicles to encroach onto sidewalk



# Diagonal (single) Curb Ramp

- Diagonal curb ramp is a single ramp located at the apex of the corner that serves both crosswalks
- Unacceptable in new construction
- Curb ramp must land within the crosswalk that it serves; diagonal curb ramps don't and are not permitted under 2011 NPRM



# Diagonal Curb Ramp

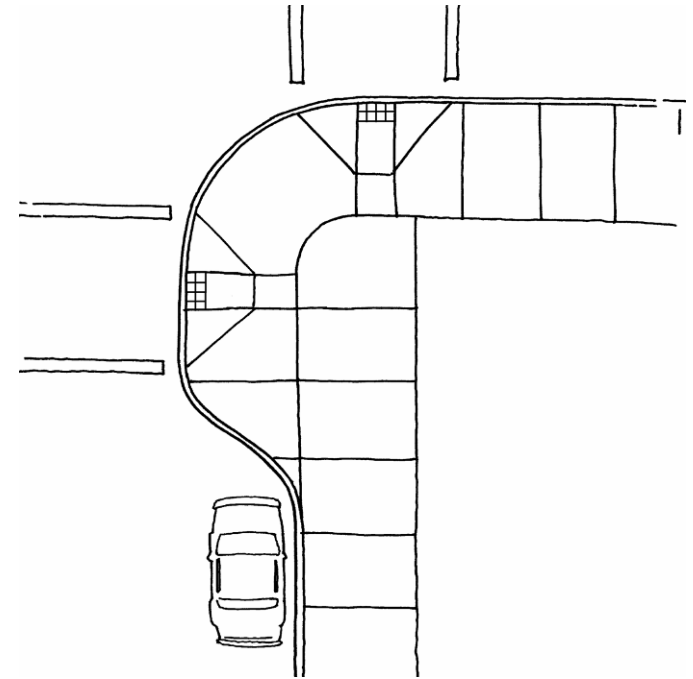
- Disadvantages
  - Forces wheelchair users out of crosswalk
  - Causes persons who are blind or with low vision to cross diagonally - projecting pedestrians into the center of an intersection
  - Do not serve either crosswalk well





# Curb Extensions

- Instead of built-up ramps, use curb extensions (bulb outs) with perpendicular ramps at locations with on street parking



# Combination Ramp

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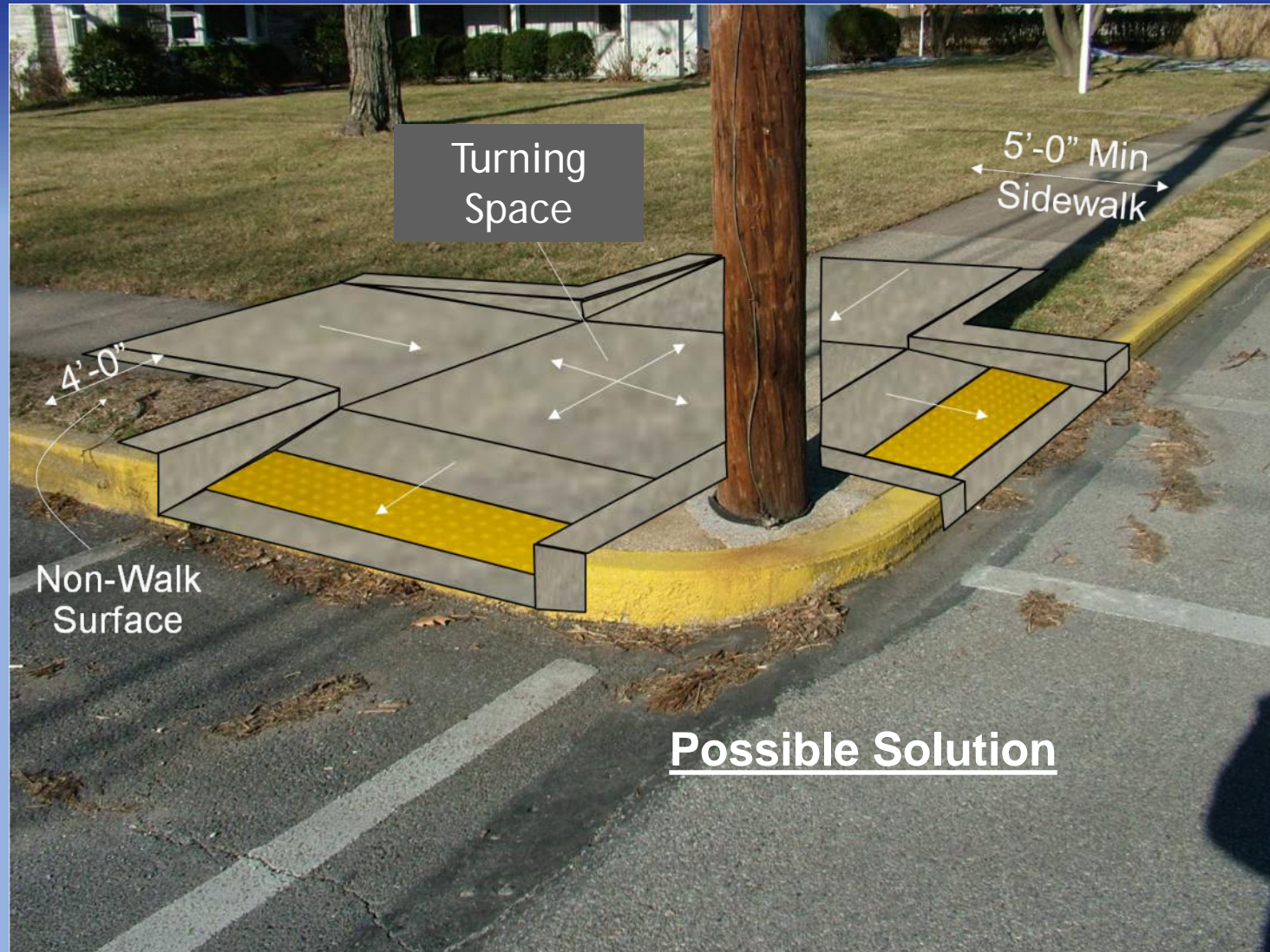
# Example #1



Existing Condition

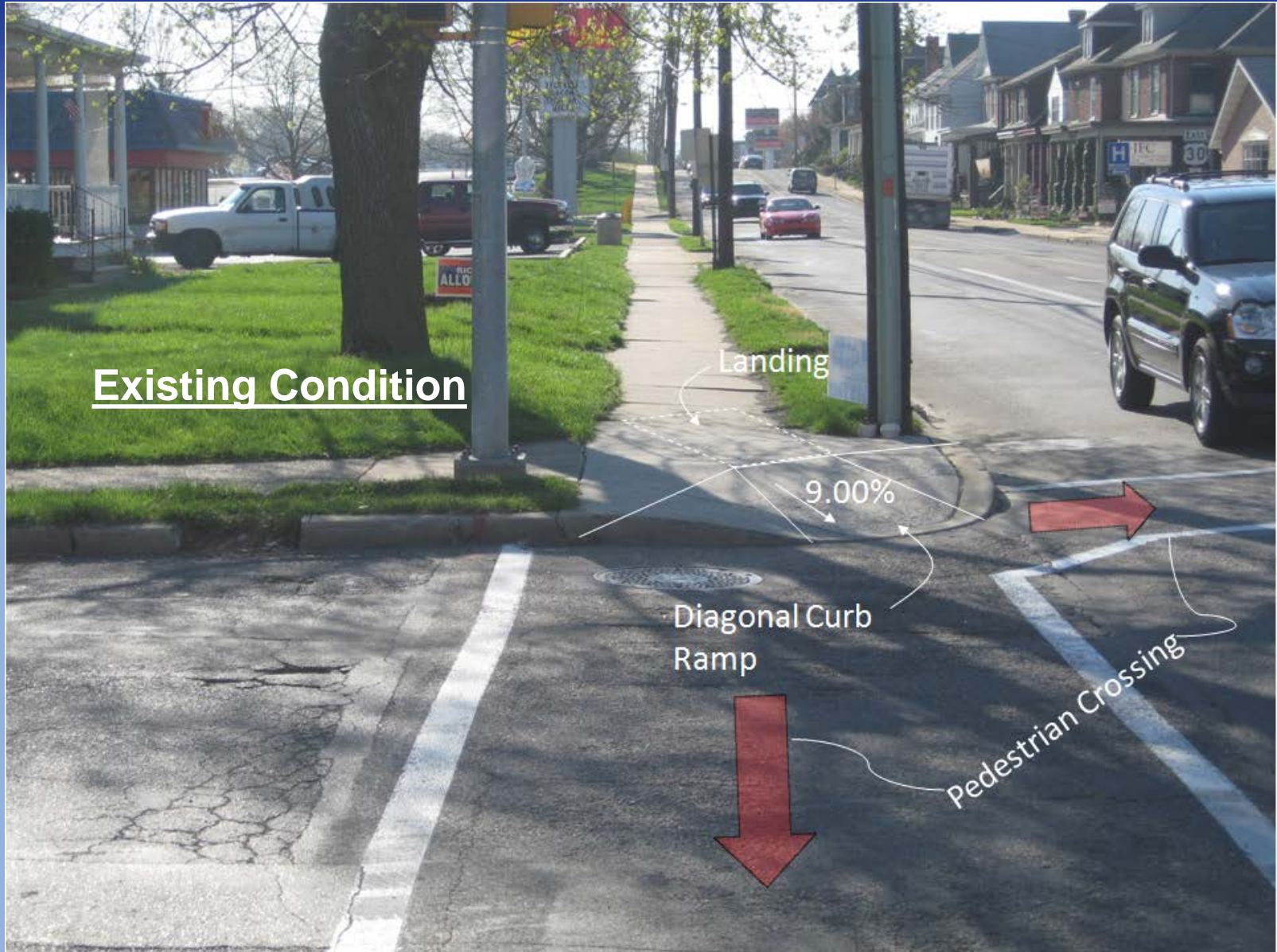


# Example #1



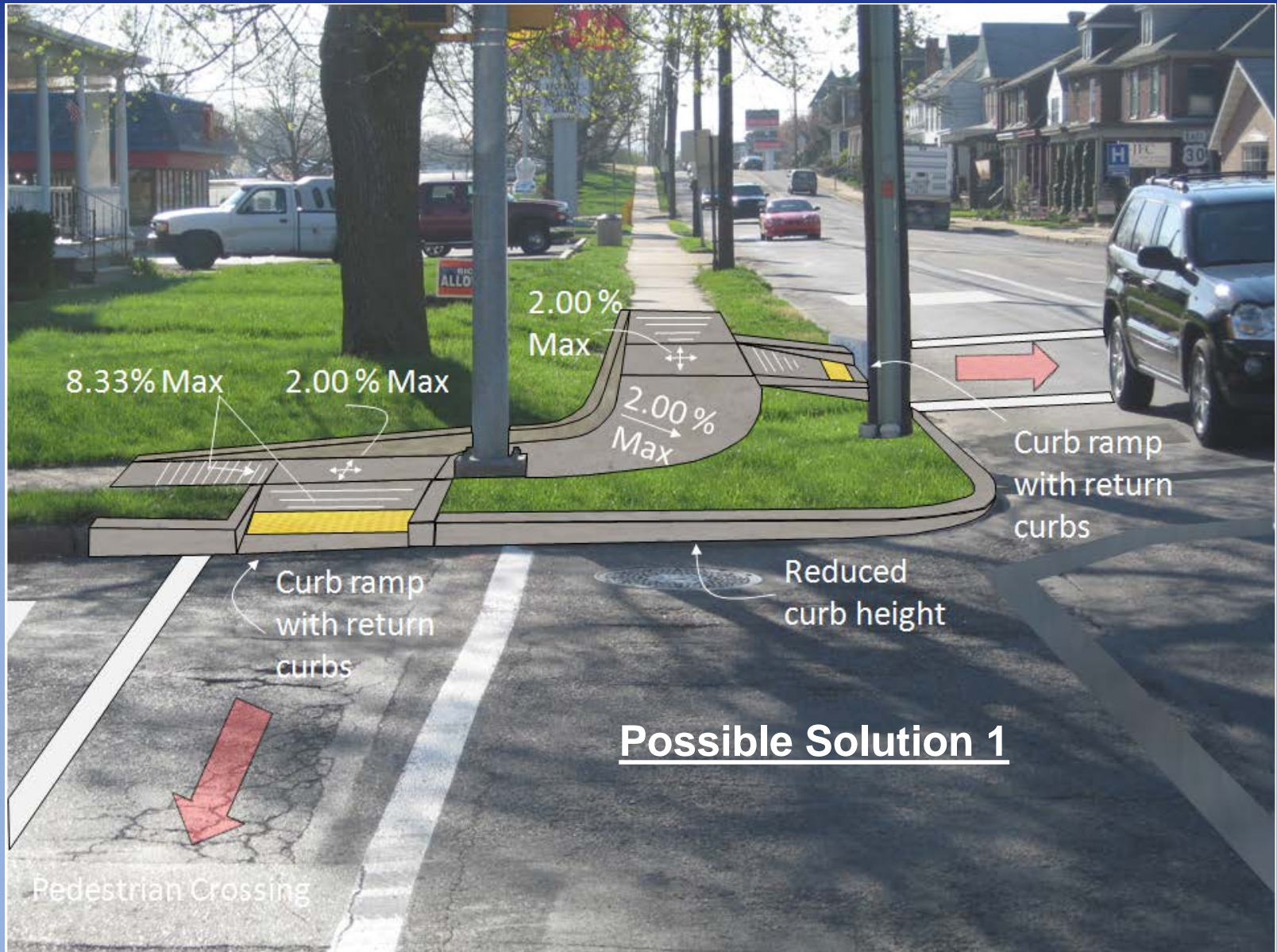


# Example #2





# Example #2

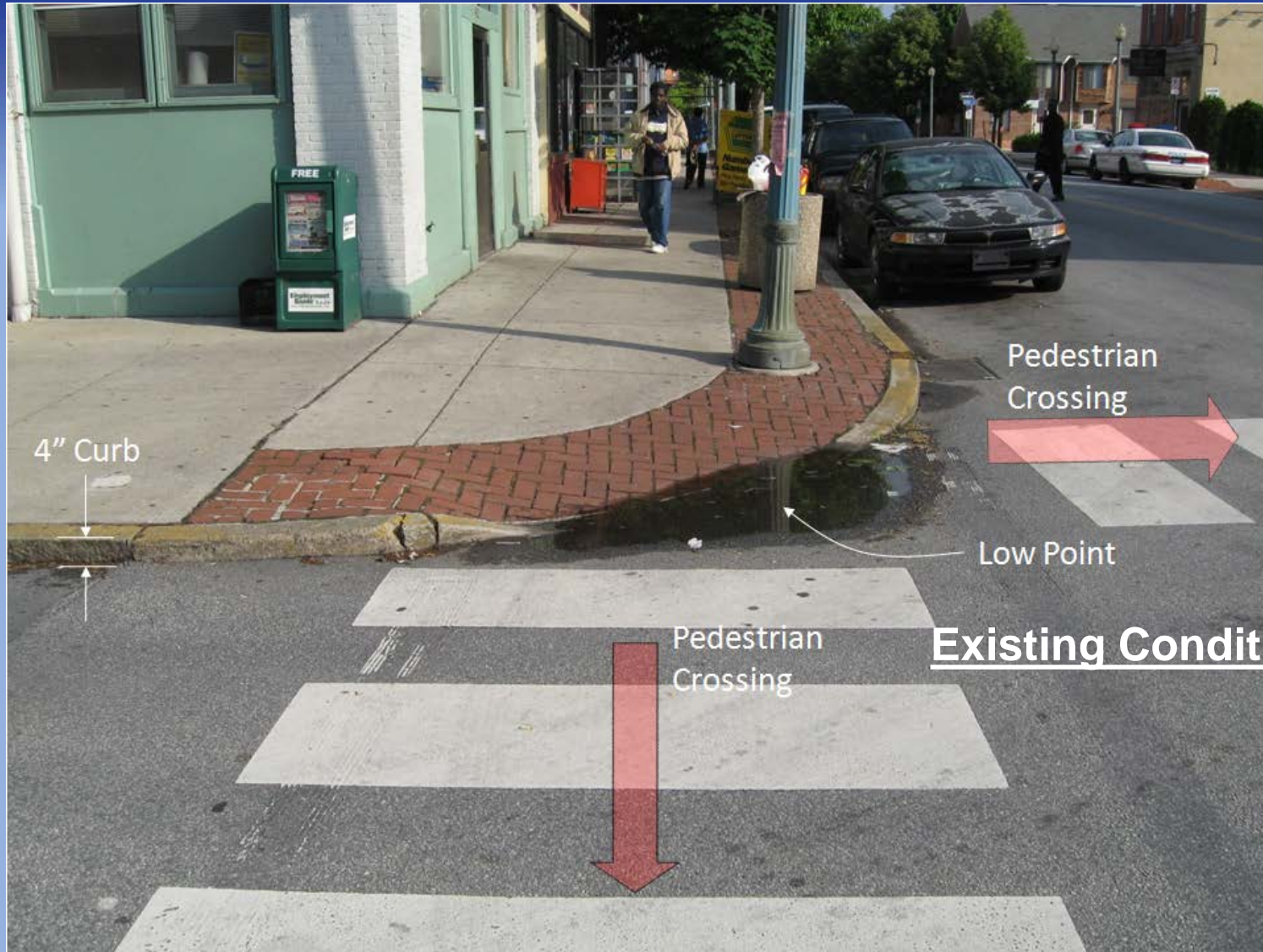




# Example #2

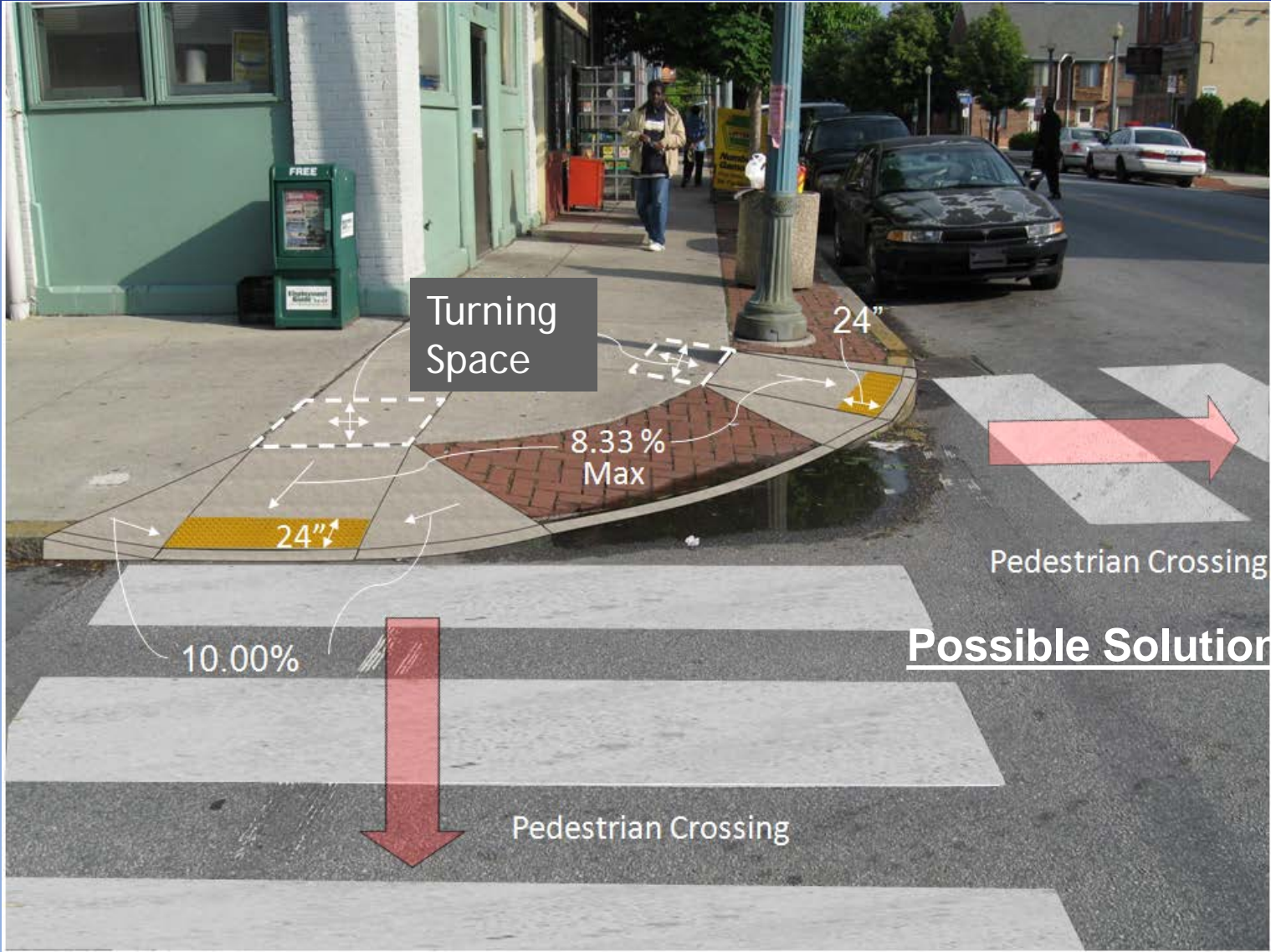


# Example #3





# Example #3



# Questions

## Module 3: Curb Ramps & Blended Transitions

