







ASSESSMENT SCORE = $[P(mod) \times V(mod)^2] \times [A \times D \times W \times S \times T \times L]$

Small Trip Attractors

Single bus stop, small local shop, post box, small employment site, B&B/Guest House

Medium Trip Attractors

Bus stop pair, small healthcare site, chemist, convenience store, takeaway, restaurant, small leisure site, medium employment site, small hotel, place of worship, single disabled parking bay, public right of way crossing, small/medium car park, small/medium student accommodation, small/medium tourist site

Large Trip Attractors

Primary / Secondary School, Nursery, University / College site, large employment site, retail park, business park, local retail centre, supermarket, medium/large healthcare site, other sites with concentrated communities for disabled people (MySight York, Abbeyfields School, Brunswick Nursery etc), multiple disabled parking bays, sheltered housing, residential home, care home, medium/large leisure site (playground, swimming pool, leisure centre, cinema, theatre, bingo hall, library, sports club/stadium, public park, green open space etc), medium/large hotel, community centres, bus stop cluster, rail station, large car park, post office, large student accommodation block, strategic cycle route crossing, popular/large tourist attractions

Prioritisation score calculated as below

FACTOR

Proximity to Trip
Attractors /
Potential Use
(within 400m radius)

Number of crossings needed

N

Existing facilities in vicinity

Ė,

Safety
(of existing facilities compared to alternative routes)

S

Age of request / delay

A

Scheme Cost

C

SCORING

None = **1** Up to 3 Small = **2**

1 Med or >3 Small = 3

1 large or >2 Med = 4

>2 Large and/or

>5 Med and Small = 5

>5 Large = 6

(see Page 5 for sizes of Trip Attractors)

I = 2 Single crossing = 1

Small batch(<5) = 2

Med batch

(5 to 10) = **3**Large batch

(11 to 20) = 4

Very Large batch

(>20) = 5

Some dropped kerbs

nearby = 1

Some dropped kerbs further away needs

diversion = 2

None in vicinity = 3

No pedestrian casualties / low traffic level and / or speed = 1

Some slight casualties / medium

traffic level and / or speed = 2

Some KSIs / high traffic level and / or

speed = 3

<3 months

3-6 months

= 2

6-12 months

= **3** >12 months

= 4

= 1

Actual

Cost (£)

Urgency Factor = $(E + A/5) \times S^2$

Usage Factor = 100 x P²

Cost Factor = C / N^2

Priority Score = (Urgency Factor x Usage Factor)
/ Cost Factor