

Detectable Edge

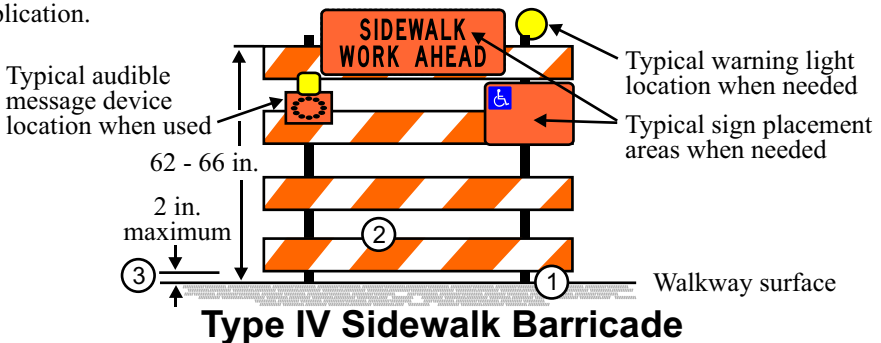
using a Longitudinal Channelizer

Detectable Edge

shown on a railing system

NOTES:

1. To prevent any tripping hazard to pedestrians, ballast shall be located behind or internal to the device. Any support on the front of the device shall not extend into the 48 in. minimum walkway clear space and shall have 0.5 in. maximum height above the walkway surface with approved beveling (see note #9 on page 6K-xxxi for beveling details).
2. Detectable edges for long canes shall be continuous and 6 in. min high above the walkway surface and have color or markings contrasting with the walkway surface.
3. Devices shall not block water drainage from the walkway. A gap height or opening from the walkway surface up to 2 in. maximum height is allowed for drainage purposes.
4. Railings or other objects may protrude a maximum of 4 in. into the walkway clear space when located 27 in. minimum above the walkway surface.
5. Longitudinal channelizing devices for pedestrians shall be 32 in. high or greater.
6. When hand guidance is required, the top rail or top surface shall:
 - be in a vertical plane perpendicular to the walkway above the detectable edge,
 - be continuous at a height of 36 to 38 in. above the walkway surface, and
 - be supported with minimal interference to the pedestrian's hands or fingers.
7. All devices shall be free of sharp or rough edges, and fasteners (bolts) shall be rounded to prevent harm to hands, arms or clothing of pedestrians.
8. All devices used to channelize pedestrian flow should interlock such that gaps do not allow pedestrians to stray from the channelized path.
9. Any pedestrian devices used to provide positive protection (traffic or hazard) for pedestrians or workers shall meet crashworthy requirements appropriate for the barriers' application.



Typical ADA Pedestrian Devices

Refer to the Mn/DOT TPAR website for additional standards, guidance, and options for designing temporary pedestrian access routes.

<http://www.dot.state.mn.us/trafficeng/workzone/tpar.html>