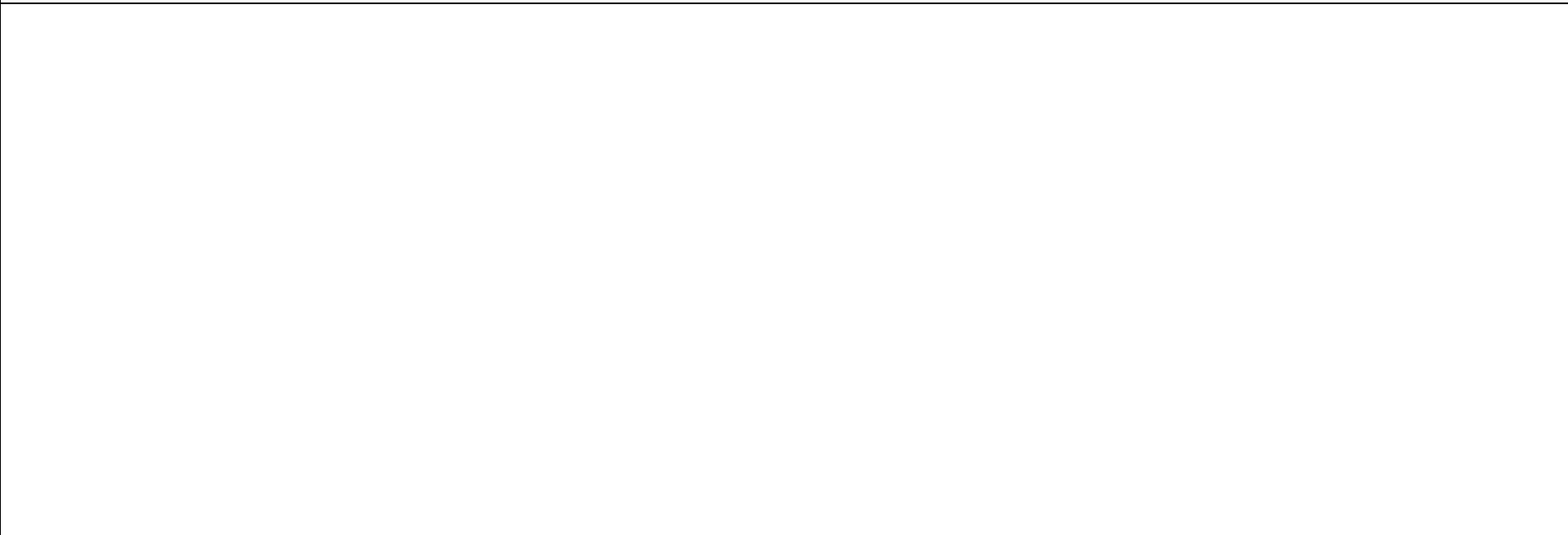


### Checklist for road segment passing through settlement/village

Objective			
Road Name			
From		To	
Chainage			
GPS Location	Lat		Long
Auditor Name			Built Up area or not
Contact No.			Date
Road Category			Time
Design Speed			Weather
<b>LHS Measurements</b>	<b>Cross section sketch</b>		<b>RHS Measurements</b>

**Conflict diagram****1. Overall check for road section passing through village/settlement area**

<b>Item(s)</b>	<b>Availability</b>	<b>Width</b>	<b>Colour</b>	<b>Visibility</b>	<b>Retro-reflectiveness</b>	<b>Photo reference (time)</b>
Bar markings						
Advance marking sign						
Stop lines on minor road (if any minor road)						
Road humps						
Chevron markings (if any diverging section)						
Informatory Sign						
Does the appropriate speed zone exist?						
Is service road available on the both sides of the section?						
Is road crossing facility available for pedestrians or not?						

Any road safety hazard / Objects	
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**2. Check for road signages as per IRC 67:2012**

Sign type	Availability	Standards compliance check					Photo Reference (Time)
		Shape	Colour	Placement	Height	Retro Reflectiveness	
Speed Limit Sign							
Village/settlement informatory Sign							
Advance warning signs							
Stop sign (on the Minor road if any meeting major road)							
Any other sign							

**3. Speed management measures on approach lanes of a highways at intersection as per IRC 99:2018**

		Yes/No	Remarks
1	Rumble Strips		
2	Speed Cushions		
3	Speed Tables / Table-top		
4	Speed limit signs		
5	Road Stud/Cat's Eye		
<b>Any other observation</b>			

<b>4. Crash Barriers</b>							
Type	W-Beam		Thrie-beam		New-Jersey		Cable
Height (mm)							
Retro Reflective Markings							
Any Other Observation(s)							
<b>5. Lighting Conditions</b>							
Illumination							
Spacing of Light Poles							
Unprotected Lighting Poles							
Other Observations							

**NOTE:**

<b>BS Type</b>	<b>BS type based on location typology</b>	<b>BS Type</b>	<b>BS type based on location typology</b>
<b>Type 1</b>	Midblock*	<b>Type 9</b>	T (Near Settlement)
<b>Type 2</b>	Midblock (Through Settlement)	<b>Type 10</b>	Y Intersection*
<b>Type 3</b>	Midblock (Near Settlement)	<b>Type 11</b>	Y (Through Settlement)
<b>Type 4</b>	Staggered junction*	<b>Type 12</b>	Y (Near settlement)
<b>Type 5</b>	Staggered junction (Through settlement)	<b>Type 13</b>	X Intersection*
<b>Type 6</b>	Staggered junction (Near Settlement)	<b>Type 14</b>	X (Through Settlement)
<b>Type 7</b>	T Intersection*	<b>Type 15</b>	X (Near Settlement)
<b>Type 8</b>	T (Through Settlement)		