1 **Table S1.** The audit checklist characteristics, sections and scoring procedure.

Audit Checklist Characteristics	Possible Score		
	0	**1**	**2**
A. Land-Use Type			
*1. Are residential and non-residential land uses present? **Select one***			
All residential	Yes		
Both Residential and non-residential		Yes	
All non-residential		Yes	
*2. What is the predominant land use? **Check one or two that apply***			
Residential buildings/yards		Yes	
Commercial, institutional, office or industrial building(s)		Yes	
School/school yards (elementary, middle, high school)		Yes	
Parking lots or garages	Yes		
Park with exercise/sport facilities or playground equipment		Yes	
Abandoned building or vacant lot	Yes		
Undeveloped land	Yes		
Designated green space (including park with no exercise/play facilities)		Yes	
*3. What types of residential uses are present? **Select all that apply***			
None	Yes		
Abandoned homes	Yes		
Single family homes		Yes	
Multi-unit homes (2-4 units)		Yes	
Apartments or condominiums (1-4 stories)		Yes	
Apartments or condominiums (>4 stories)		Yes	
Apartment over retail		Yes	
*4. What functioning parking facilities are present? **Select all that apply***			
None (no parking allowed on street most or all of the time)		Yes	
Personal driveway and/or parking garage	Yes		
On-street, including angled parking		Yes	
Small lot or garage (<30 spaces)	Yes		
Medium to large lot	Yes		
Multi-Level Parking Garage Structure	Yes		

5. What public recreational facilities and equipment are present (including in the schoolyard if publically accessible)? Any features visible should be included. *Select all that apply.*			
None	Yes		
Park/Open field		Yes	
Off-road walking/biking trail		Yes	
Sports/playing field		Yes	
Basketball/tennis/volleyball court		Yes	
Playground		Yes	
Outdoor pool		Yes	
6. (OPTIONAL) What types of non-residential uses are present? *Select all that apply.*			
None	Yes		
Abandoned building or vacant lot	Yes		
Small grocery, convenience store (including in gas station), or pharmacy		Yes	
Supermarket		Yes	
Food establishment (restaurant, bakery, café, coffee shop, bar)		Yes	
Entertainment (e.g., movie theatre, arcade)		Yes	
Library or post office		Yes	
Bank		Yes	
Laundry/dry cleaner		Yes	
Indoor fitness facility		Yes	
School (elementary, middle, high school)		Yes	
College, technical school, or university		Yes	
High-rise building (>5 stories)		Yes	
Big box store (e.g., Walmart, Office Depot, Best Buy)		Yes	
Mall		Yes	
Strip mall		Yes	
Large office building, warehouse, factory, or industrial building		Yes	
Church	Yes		
Total	**0**	**31**	

B. Public Transportation Availability			
1. Any transit stop (bus, train, or other)?	No	Yes, one side	Yes, both sides
1a. Bench or covered shelter at transit stop?	No	Yes, one side	Yes, both sides
Total	**0**	**2**	**4**

C. Street Characteristics			
1. Enter posted speed limit:	**N/A or >30**	**10-30 MPH**	
2. Enter special speed zone:	**N/A or >30**	**10-30 MPH**	
3. Enter total # of lanes on street:	**>4 lanes**	**1-4 lanes**	
4. Marked lanes?	**No**	**Yes**	
5. Median or pedestrian island?	**No**	**Yes**	
6. Turn lane?	**No**	**Yes**	
7. Stop sign or light crossing this segment?	**No**	**Yes**	
7a. Any stoplight(s) without a walk signal?	**Yes**	**No**	
8. Crosswalk for crossing this segment?	**No**	**Yes**	
9. Traffic calming device (roundabout, speed bump, brick road, other)?	**No**	**Yes**	
10. Cul-de-sac (dead-end street)?	**No**	**Yes**	
10a. Sidewalk cut-through in cul-de-sac?	**No**	**Yes**	
Total	**0**	**12**	

D. Environment Quality			
1. Any commercial buildings adjacent to the sidewalk?	**No**	**Yes**	
2. Any pedestrian amenities?			
2a. Bench (excluding at transit stop)?	**No**	**Yes**	
2b. Drinking fountain?	**No**	**Yes**	
2c. Pedestrian-scale lighting?	**No**	**Yes**	
3. Public art (e.g., statues, sculptures)?	**No**	**Yes**	
4. Graffiti or broken/boarded windows?	**Yes**	**No**	
5. Litter or broken glass?	**A lot**	**Some**	**None or a little**
6. Tree shade on the walking area?	**None or a little**	**Some**	**A lot**
7. Steepest slope along walking area?	**Steep**	**Moderate**	**Flat/gentle**
Total	**0**	**9**	**12**

E. Sidewalks/Biking/Walking features			
SIDEWALKS			
1. Sidewalk present? If "No" mark "N/A" for questions 2-8 and answer 9a and 9b.	No	Yes, one side	Yes, both sides
2. Any grassy or other buffer between curb and sidewalk along most of the segment?	No	Yes, one side	Yes, both sides
2a. Tree(s) in buffer?	No	Yes, one	Yes, both sides

		side	
3. Sidewalk continuous?	No	Yes, one side	Yes, both sides
4. Width >3 ft. for most of the sidewalk?	No	Yes, one side	Yes, both sides
5. Width <3 ft. for any part of the sidewalk?	Yes, both sides	Yes, one side	No
6. Any missing curb cuts or ramps at intersections or driveways?	Yes, both sides	Yes, one side	No
7. Any major bumps, cracks, holes, or weeds in the sidewalk?	Yes, both sides	Yes, one side	No
8. Any permanent obstructions (trees, signs, tables) blocking the 3-ft walk area?	Yes, both sides	Yes, one side	No
*9. **Answer ONLY:** *If a sidewalk is not present on any part of the segment, do you have another safe place to walk, including:*			
9a. Street or shoulder (if safe)?	*No/NA*	*Yes, one side*	*Yes, both sides*
9b. Unpaved pathway?	*No/NA*	*Yes, one side*	*Yes, both sides*
SHOULDERS (OPTIONAL)			
10. Designated bike route sign or marking or "Share the Road" sign?	No	Yes, one side	Yes, both sides
11. On-street, paved, and marked shoulder? If "No" mark "N/A" for questions 12-14 and answers 15a and 15b.	No	Yes, one side	Yes, both sides
12. Width of marked shoulder ≥ 4ft?	No/NA	Yes, one side	Yes, both sides
13. Shoulder continuous?	No/NA	Yes, one side	Yes, both sides
14. Any permanent obstructions in the shoulder (including drainage grates, parked cars)?	Yes, both sides	Yes, one side	No
*15. **Answer ONLY:** *If a paved, marked shoulder is not present, do you have another safe place to bicycle, including:*			
15a. Street?	*No/NA*	*Yes, one side*	*Yes, both sides*
15b. Wide outside lane (~15ft)?	*No/NA*	*Yes, one side*	*Yes, both sides*
Total	**0**	**14**	**28**

*87 points is the maximum possible score per segment. Total possible score per neighborhood is 1044 points (87pts x 12 segments). 87 points is the maximum score because two items, E9 and E15, need not be answered if sidewalks or shoulders are present on any part of the segment. Additionally, some of the checklist items (e.g., items 1 and 2) require that you select only one or two of the item choices.

8   **Figure S1.** Map of Washington D.C and Prince George's County/Maryland neighborhood audit regions.

9   Neighborhood Audit Regions

10
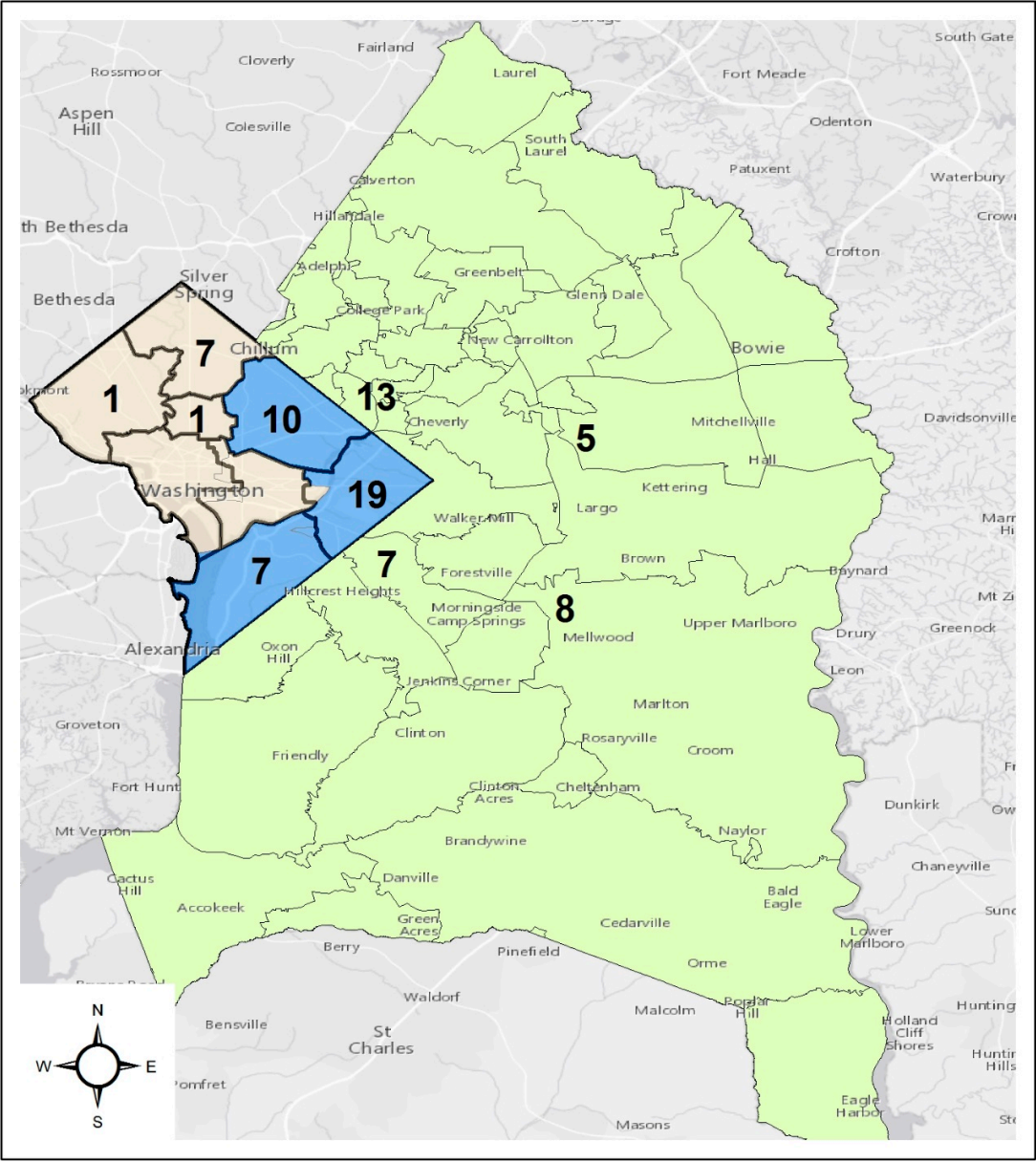
11   <u>**Notes:**</u>
12   • **Blue depicts Washington D.C., wards 5, 7 and 8**
13   • **Green depicts surrounding Prince George's County/Maryland (MD) areas, where majority of audits**
14   **in MD occurred**
15   • **The numbers represent number of different households audited in the general area**
16   • **There are 82 participants total; 4 participants' addresses fell outside of the highlighted areas**
17

18   **Figure S2.** Short code developed in SAS for twelve choose 5, or $_{12}C_5$, street segment combinations.

19   "…

20   data complete;

21   set complete;

22   if combo1='Segment1' then score1=segment1;

23   if combo1='Segment2' then score1=segment2;

24   if combo1='Segment3' then score1=segment3;

25   if combo1='Segment4' then score1=segment4;

26   if combo1='Segment5' then score1=segment5;

27   if combo1='Segment6' then score1=segment6;

28   if combo1='Segment7' then score1=segment7;

29   if combo1='Segment8' then score1=segment8;

30   if combo1='Segment9' then score1=segment9;

31   if combo1='Segment10' then score1=segment10;

32   if combo1='Segment11' then score1=segment11;

33   if combo1='Segment12' then score1=segment12;

34

35   if combo2='Segment1' then score2=segment1;

36   if combo2='Segment2' then score2=segment2;

37   if combo2='Segment3' then score2=segment3;

38   if combo2='Segment4' then score2=segment4;

39   if combo2='Segment5' then score2=segment5;

40   if combo2='Segment6' then score2=segment6;

41   if combo2='Segment7' then score2=segment7;

42   if combo2='Segment8' then score2=segment8;

```
43    if combo2='Segment9' then score2=segment9;

44    if combo2='Segment10' then score2=segment10;

45    if combo2='Segment11' then score2=segment11;

46    if combo2='Segment12' then score2=segment12;

47

48    if combo3='Segment1' then score3=segment1;

49    if combo3='Segment2' then score3=segment2;

50    if combo3='Segment3' then score3=segment3;

51    if combo3='Segment4' then score3=segment4;

52    if combo3='Segment5' then score3=segment5;

53    if combo3='Segment6' then score3=segment6;

54    if combo3='Segment7' then score3=segment7;

55    if combo3='Segment8' then score3=segment8;

56    if combo3='Segment9' then score3=segment9;

57    if combo3='Segment10' then score3=segment10;

58    if combo3='Segment11' then score3=segment11;

59    if combo3='Segment12' then score3=segment12;

60

61    if combo4='Segment1' then score4=segment1;

62    if combo4='Segment2' then score4=segment2;

63    if combo4='Segment3' then score4=segment3;

64    if combo4='Segment4' then score4=segment4;

65    if combo4='Segment5' then score4=segment5;

66    if combo4='Segment6' then score4=segment6;

67    if combo4='Segment7' then score4=segment7;
```

```
68    if combo4='Segment8' then score4=segment8;

69    if combo4='Segment9' then score4=segment9;

70    if combo4='Segment10' then score4=segment10;

71    if combo4='Segment11' then score4=segment11;

72    if combo4='Segment12' then score4=segment12;

73

74    if combo5='Segment1' then score5=segment1;

75    if combo5='Segment2' then score5=segment2;

76    if combo5='Segment3' then score5=segment3;

77    if combo5='Segment4' then score5=segment4;

78    if combo5='Segment5' then score5=segment5;

79    if combo5='Segment6' then score5=segment6;

80    if combo5='Segment7' then score5=segment7;

81    if combo5='Segment8' then score5=segment8;

82    if combo5='Segment9' then score5=segment9;

83    if combo5='Segment10' then score5=segment10;

84    if combo5='Segment11' then score5=segment11;

85    if combo5='Segment12' then score5=segment12;

86    run;

87

88    data complete;

89    set complete;

90    avg_score5=mean(score1,score2,score3,score4,score5);

91    run;

92    proc means data=complete noprint;
```

```
93    var avg_score5;

94    class id;

95    output out=out1 mean=mean_5;

96    run;

97    data out1;

98    set out1;

99    if _n_=1 then delete;

100   run;

101   proc means data=complete noprint;

102   var total_all_12;

103   class id;

104   ...."
```

105   *This is an example of the code developed for all combinations of choosing 5 street segments out of the
106   12, or $_{12}C_5$, street segments per address.

107