Americans with Disabilities Act Compliance

COMPLIANT CONSTRUCTION CERTIFICATION For PEDESTRIAN FACILITIES WITHIN COUNTY RIGHT-OF-WAYS

, (engineer's name) hereby certify, as a licensed Professional Engineer			
in the State of New Jersey, that I have inspecte			
within the public right-of-way or easements, cons	structed for Coun	ity Planning Board Site P	lan/ Subdivision
. in		(munici	pality) and the
improvements have been constructed in full co	mpliance with the		
Pedestrian Facilities in the Public	Right-of-Way"	located at http:	//www.access-
board.gov/attachments/article/743/nprm.pdf	as published in t	he Federal Register on J	uly 26, 2011; the
Manual on Uniform Traffic Control Devices (MUTC			
Bergen County requirements. Workmanship and			
Jersey Department of Transportation Standard Sp and supplemented by County of Bergen requireme			
built	sins. This certific	ation applies to the follow	ring attached as-
drawings:			
propared by original data revision no 9 data an	ad number of cha	oto) I further understand	(title,
prepared by, original date, revision no. & date, ar designed or constructed ramps and facilities,			
replacement with compliant ramps and facilities p			
and expense of the Site Plan/ Subdivision Applica		J	
	(Name/Title c	of Design Engineer)	
	·	· · · · · · · · · · · · · · · · · · ·	
	(Signature of	(Signature of Design Engineer)	
	(Date)	(P.E. License Number)	(P. E. Seal)
As a licensed Professional Engineer in the State	of New Jersev. I h	nave inspected the sidew	alks. ramps. and
pedestrian facility improvements constructed			
referenced construction certification and draw	ings; and verifie	ed their compliance wit	h above stated
documents and requirements.			
	·		
	(Name/Title of Municipal Engineer)		
	(Signature of Municipal Engineer)		
	(Date)		
No Technical Infeasibility Waivers required.			
Technical Infeasibility Waivers previously app	roved by the Mun	icipal Engineer and Coun	ty Engineering
Division are attached.			

(THIS CERTIFICATION MUST APPEAR ON MUNICIPAL OR COMPANY LETTERHEAD)