Supplementary materials

Table S1. Individual item availability for the built environment audits

Item	Town	Town	Town	Town	Town	Town	Town	Town	
	Α	В	C	D	E	F	G	H	
Retail Business									
Agricultural store	1 *	1	1	1	1	1	1	0 **	
Appliance store	1	0	0	0	0	1	0	1	
Automobile sales	1	1	1	1	1	1	1	1	
Convenience store	1	1	1	1	1	1	1	1	
Pharmacy	1	0	1	1	1	1	1	1	
Florist	1	0	1	1	1	1	0	1	
Furniture store	1	0	0	1	0	1	0	1	
Gas station	1	1	1	1	1	1	1	1	
Hardware store	1	1	1	1	1	1	1	1	
Pawn shop	1	0	0	0	0	0	0	1	
Retail store	1	1	1	1	1	1	1	1	
Hunting store	1	1	0	0	1	0	0	1	
Multi-service stores	1	1	1	1	1	1	1	1	
		Profes	ssional se	rvices					
Bank	1	0	1	1	1	1	1	1	
Barber shop	1	1	1	1	1	1	1	1	
Dry cleaning	0	0	0	0	0	0	0	1	
Hotel	1	1	1	1	1	1	1	1	
Laundromat	1	1	1	0	0	1	0	0	
Post office	1	0	0	1	1	1	1	1	
Train/bus station	0	0	0	1	0	1	0	1	
		Comr	nunity se	rvices					
Church	1	1	1	1	1	1	1	1	
Criminal justice	1	1	1	0	1	1	1	0	
Day care	0	0	0	1	1	0	0	0	
Entertainment	1	0	1	1	1	1	1	1	
Health clinic	1	1	1	1	1	1	1	1	
Library	1	1	1	1	1	1	1	1	
Museum	0	1	1	0	0	0	1	1	
Police station	1	1	1	1	1	0	1	0	
School	1	1	1	1	1	1	1	1	
Social service	1	1	1	1	1	1	1	1	
Municipal building	1	1	1	1	1	1	1	1	
Town amenities									
Benches	1	1	1	1	1	1	1	1	
Trash cans	1	1	1	1	1	1	1	1	
Water fountains	0	0	0	0	0	0	0	0	
Covered bus stops	0	0	0	0	0	0	0	0	
Outdoor lighting	1	1	1	1	1	1	1	1	
Physical activity facilities									

Parks	1	1	1	1	1	1	1	1		
Indoor recreational	1	0	0	0	1	1	0	1		
facilities										
Playgrounds	1	1	1	1	1	1	1	1		
Sports fields/courts	1	1	1	1	1	1	1	1		
Pools	1	1	1	0	1	1	0	1		
Trails	0	1	1	0	0	0	1	1		
Town aesthetics										
Trees	1	1	1	1	1	1	1	1		
Flowers	1	1	1	1	1	1	1	1		
Decorative banners	1	1	1	1	0	0	0	1		
Sculptures	0	1	0	0	0	0	0	1		
Pleasant buildings	1	1	1	1	1	1	1	1		
Awnings	1	1	1	0	1	1	0	1		
Open space	1	1	1	1	1	0	0	1		
		Sidew	alk cond	itions						
Sidewalk present	1	1	1	1	1	1	1	1		
Sidewalk continuous	0	0	0	0	0	0	0	1		
Sidewalk without slope	1	1	1	0	1	1	1	1		
Sidewalk even	0	1	0	0	0	0	0	0		
Sidewalk without	1	1	1	0	1	0	1	1		
obstructions										
Sidewalk wide	1	1	1	1	1	1	1	1		
Sidewalk clean	1	1	1	1	1	1	1	1		
Sidewalk without	1	1	1	1	1	1	1	1		
graffiti										
Sidewalk with	1	0	1	1	0	0	0	1		
connection										
			on of tow	n center	T	T	ı			
Litter	0	0	0	1	0	1	0	0		
Graffiti	0	0	0	0	0	0	0	0		
Unkempt lawns	1	0	0	1	0	0	1	0		
Window bars	0	0	1	0	0	0	1	0		
Broken windows	0	0	0	0	0	0	1	0		
Vacant buildings	1	1	1	1	1	1	1	1		
Vacant lots	1	1	1	1	1	1	1	1		
Abandoned vehicles	0	1	1	0	1	1	1	0		
Road kill	0	0	0	0	0	0	0	0		
Dumpsters	1	1	0	1	1	1	1	1		
Power plant	0	0	0	0	0	0	1	0		
Landfill	0	0	0	0	0	0	0	0		
Street & intersection condition										
Severe grades	0	0	0	0	0	0	0	0		
Frequent curves	0	0	0	0	0	0	0	0		
Numerous driveways	0	1	1	1	1	1	1	1		
Narrow streets	0	0	0	0	0	0	1	0		

Dumpeters streets	1	1	0	1	1	1	1	0		
Dumpsters streets	0	0	0	0	0	0	0	0		
Sewers	7					U	U	Ü		
Street & intersection safety features										
Stop light	1	0	0	0	0	1	0	1		
In-road warning lights	0	0	0	0	0	0	0	0		
Stop /yield sign	1	1	1	1	1	1	1	1		
Posted speed limit	1	1	0	1	0	1	1	1		
Pedestrian island	0	0	0	0	0	0	0	0		
Crosswalk	1	1	1	1	1	1	1	1		
Pedestrian crosswalk	1	0	0	0	0	0	0	1		
sign										
In-road warning lights	0	0	0	1	0	0	0	0		
safety										
Roundabouts	0	0	0	0	1	0	0	0		
Curb bulb-outs	0	0	0	0	0	0	0	0		
Speed-bumps brick	0	0	0	0	0	0	0	0		
roads										
Pedestrian	0	0	0	0	0	0	0	0		
overpass/underpass										
Midblock crosswalk	0	0	0	0	0	0	0	0		
Raised crosswalk	0	0	0	0	0	0	0	0		
Lane narrowing	0	0	0	0	0	0	0	0		
Colored curb cuts	1	0	1	0	1	1	1	1		
Tactile curb cuts	1	0	0	0	1	0	0	1		
Emergency phone	0	0	0	0	0	0	0	0		
Street lighting	1	1	1	1	1	1	1	1		
Police	0	0	0	0	0	0	1	1		
1 office	U	_	l .	_	U	U	1	1		
Bicycle suitability										
Bike lane	0	0	0	1	0	0	0	0		
Bike racks	1	0	0 .	0	1	0	0	1		
Stray animals										
Dangerous animals	1	1	1	0	0	1	1	1		

^{* 1} indicates the item was observed as present.
** 0 indicates the item was not observed as present.