

Accessibility Guidelines for Public Playgrounds Worksheet.

Based on the Final Rule, effective Nov. 17, 2000 - section 15.6 to the ADAAG

This worksheet is provided as an easy guide to help you learn how to use the Accessibility Guidelines for Public Playgrounds. It covers most basic issues that are critical to meeting these guidelines. It does not represent all issues contained in the Final Rule, and is not intended to be a complete test of playground accessibility. This is intended for planning new play areas only and is not intended to measure access to existing play areas or additions to existing playgrounds.

STEP

1

Count the total number of elevated play components in the proposed play area.

Enter this number here 

DO count:

slides ☒ ladders ☒ climbers ☒ walk-up ramps ☒ activity panels on decks ☒ overhead events
any other play activity above ground level on a composite play structure

DO NOT count:

decks ☒ roofs ☒ stairs ☒ wheelchair ramps ☒ access stairs ☒ transfer points
activity panels at ground level ☒ items not in a composite play structure ☒ free-standing items

STEP

2

Divide the number in STEP ONE by 2, and round up if necessary to find the total number of Accessible Elevated Components Required.

Enter this number here 

A. This is the number of elevated play components that must be accessible. (The component must pass two eligibility tests: 1. The activity must be reached at its upper end by transfer system or wheelchair ramping. 2. The activity must be accessible at the bottom by having accessible surfacing that connects with the accessible route in the playground.)

STEP

3

If the number in STEP ONE is 19 or less: access to the required number of elevated play components may be accomplished by transfer system or ramp. Go to STEP FOUR.

If the number in STEP ONE is 20 or more: divide the number in STEP TWO by 2, and round up if necessary.

Enter this number here 

This is the number of accessible elevated play components identified in STEP 2A that must be reached by wheelchair ramp access. The balance can be reached by transfer system. (For example, if the number of accessible elevated play components arrived at in STEP TWO is twelve, then six of those twelve must be reached by wheelchair ramp.)

STEP

4

Determine Ground Level Accessibility

1. At least one of each type of play component provided must be located along the accessible route.

2. Also refer to the chart at the right.

3. If ramps provide access to at least 50% of the elevated play components - which must include at least 3 different play types - then additional ground-level components are not required.

You must provide a specific number of accessible ground-level play components based on the number of elevated play components in your play area.

If your play area has () elevated components	You must provide at least () ground-level play components	The ground-level components must provide () different types of activity
2-4	1	1
5-7	2	2
8-10	3	3
11-13	4	3
14-16	5	3
17-19	6	3
20-25	7	4
23-25	8	4
more than 25	8 (plus 1 for each additional 3 over 25 or fraction thereof)	5

STEP

5

Surfacing

The presence of an accessible surfacing is often the determinant of whether or not a ground level or elevated play component is accessible.

Consult the November 17, 2000 Rule for details on maneuvering space, clear floor or ground space, required widths of accessible routes, and other details before completing site planning. Use accessible surfacing materials wisely to best take advantage of efficiencies in equipment location and orientation on the site.

STEP

6

Consider the details of the Final Rule.

The costs of accessibility can best be kept to a minimum if, during the planning process, all parties involved (you, your equipment supplier, your landscape architect, or any others) understand what is required and look for cost efficiencies that can be found through site layout, grade changes, use of materials, existing site features, and so forth.