**SEVENTH REVISION**

Entry 1 \_\_\_\_\_\_\_\_\_\_  Date \_\_\_\_\_\_\_\_\_\_\_

Entry 2 \_\_\_\_\_\_\_\_\_\_

Date \_\_\_\_\_\_\_\_\_\_\_

**Environmental Assessment of Public Recreation Spaces (EAPRS)**

Direct Observation, Full Tool

Draft: **July 26, 2010**

**Does the park exist in the given location? Yes No**

No = there is not a park at the given location or anywhere in the near vicinity. Refer to Thomas Guide, online sites, and parks department to confirm.

EAPRS Park/playground ID number: \_\_\_\_\_\_\_\_\_\_

**Was the Park Ratable? Yes No**

Yes = The space could be accessed. Area could be used for active play.

No = The space was not accessible, i.e., fenced off, filled with overgrown vegetation, swamp, etc. Area not useable for active play or activity.

Park/playground name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Access to park/playground: Free Pay ($ \_\_\_\_\_\_\_\_\_) include parking fees

*Indicate fee for pool, skate park, etc. in ‘notes’ section.*

Miscellaneous Notes:

Observer Name/ID: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Observation Date: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

Observation Start Time: \_\_\_\_\_\_\_\_\_\_\_\_\_ am/pm

Observation End Time: \_\_\_\_\_\_\_\_\_\_\_\_\_ am/pm

Total Amount of Observation Time: \_\_\_\_\_\_\_\_\_\_\_ minutes

Current Weather Conditions (approximate temp; clear/cloudy):

|  |  |  |
| --- | --- | --- |
| **Aspect** | **Rating** | **Scaling** |
| How much has it rained in the last 3 days? | 1 2 3 | NOAL |

**A. Trails**

**1. Paved - existence and surface**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Paved trail presence | Yes No |  | Must be > 200 ft in length; **see guidebook for full definition. If no, skip to section A7** |  |
| 2. Material | Asphalt Concrete  Brick |  | Circle predominant material; base evaluation across length of all paved trails |  |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; dealing with the surface of the trail; consider holes, cracks, etc. A trail where a person must be overly mindful of where they are walking would receive a “poor” rating. | A1.4-a,b,c |
| 4. Width | 1 2 3 |  | <2 ft (1 adult); 2-5 ft (2 adults; sidewalk width); >5 ft (>3 adults) |  |
| 5. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter, **not** mud, rocks, twigs, etc. | A1.6-a,b |
| 6. Flatness | 1 2 3  steep 🡪 flat | NATE | Completely flat=3, some incline/decline=2, significant incline/decline=1 | A1.7-a,b |
| 7. Continuity | Yes No | NATE | **More than 2 surface materials**, missing sections, or patched sections would receive a ‘no’ rating | A1.8 |
| 8. Clear from obstruction | 1 2 3 | NATE | Refer to guidebook; it is what happens on top of or above the surface (surface condition is rated above); do not consider small twigs, small rocks or small areas of mud. Is progress hindered? | A1.9-a,b |
| 9. Coverage/shade | 1 2 3 | PER | Refer to guidebook; consider the entire length of the trail, but not width | A1.10-a,b |
| 10. Dividing-line stripe | Yes No |  | Predominant presence constitutes a “yes” |  |

**A. Trails**

**2. Paved - Signage/information**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Presence of signage | Yes No |  | **If no, skip to section A3** |  |
| 2. Visibility | 1 2 3 | NATE | Refer to guidebook; consider distance from trail and obstruction by trees and other things, must be able to completely see sign from trail and must be able to read from some point on trail | A2.2 |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; consider legibility from trail; in the case of signs, graffiti is rated under condition (affects function of the sign). | A2.3-a,b |
| 4. Content – uses | Yes No |  | Labeled for biking, running, rollerblading, or other uses? |  |
| 5. Content – warnings | Yes No |  | Warnings of hazards (e.g. animals, dangerous conditions) |  |
| 6. Content – distances | Yes No |  | Total trail distances or distances to certain locations on the trail (not markers of distance as below) |  |
| 7. Content – trail name | Yes No |  | Any trail name present on sign? |  |
| 8. Colorful | Yes No |  | Vibrant; non-black and non-neutral colors; 2 or more colors |  |
| 9. Trail map | Yes No |  | Either permanent or transportable |  |
| 10. Distance markings | Yes No |  | On trail surface or on signs along trail (do not include initial sign that marks the beginning of the trail) |  |
| 11. Convergence | Yes No |  | Directional marking at trail convergence (where trails come together)? | A2.11 |

**A. Trails**

**3. Paved - Places to sit/rest**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Sit/rest places present | Yes No |  | Must be <25 feet from trail; **If no, skip to Section A4** |  |
| 2. Type | Benches  Tables  Other |  | Circle all that apply; if other, please specify  Include seat wall on the trail as ‘Other’ and count with Benches.  Do not include bleachers along the trail; these should be counted in section H.4. |  |
| 3. Seat material – benches or other | Wood; 0 1 2 3 4  Metal: 0 1 2 3 4  Plastic: 0 1 2 3 4  Concrete: 0 1 2 3 4 |  | For each type of bench, circle a number based on the following ranges: 0=0, 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 4. Table top material – tables | Wood; 0 1 2 3 4  Metal: 0 1 2 3 4  Plastic: 0 1 2 3 4  Concrete: 0 1 2 3 4 |  | For each type of table, circle a number based on the following ranges: 0=0, 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 5. Condition | 1 2 3 | PEX | Refer to guidebook; do not consider graffiti | A3.5-a,b |
| 6. Comfort | 1 2 3 | PEX | Must include ability to sit with back and head comfortably positioned | A3.6-a,b,c |
| 7. Landscaping | Yes No |  | Refer to guidebook | A3.7-a,b,c |
| 8. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider underneath tables and benches as well | A3.8-a,b |
| 9. Seat width | 1 2 3 |  | <1 feet, 1-2 feet, >2 feet |  |
| 10. Coverage/shade | 1 2 3 | PER | Refer to guidebook; % of places to sit/rest that are covered | A3.10-a,b; A3.6b |

**A. Trails**

**4. Paved - Access**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Access points | 1 2 3 4 5 |  | Refer to guidebook; circle a number based on the following ranges: 1=1,2= 2-4,3= 5-9, 4=10-20, 5= >20 |  |
| 2. Parking proximity | 1 2 3 4 5 | PROX | Refer to guidebook |  |
| 3. Entrance proximity | 1 2 3 4 5 | PROX | Refer to guidebook; consider entrances for both walkers and vehicles. Choose the entrance that is closest to a paved trail. |  |
| 4. Bollards/other barriers | Yes No |  | Refer to guidebook; anything to delimit an access point or exclude vehicles | A4.4 -a,b |
| 5. Steps | Yes No |  |  |  |
| 6. Paved path to trail | Yes No |  | Consider any paved area that leads to a trail; at least 1 indicates a “Yes” |  |

**A. Trails**

**5. Paved - Safety/comfort**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Openness/visibility | 1 2 3 | NATE | ◦ Must be able to easily be seen or see from most points along trail (not just at the entrance/exit); trail must have potential for person to reach an open area (area in which they could be visible to/by others) in a short amount of time and with a minimal amount of effort (e.g., don't have to climb a steep grade). This item is designed to capture a sense of the isolation one feels across the length of the trail.  ◦ 1 =If one has to consistently move through dense shrubbery/trees or other things that block the view in/out of trail or it takes long periods of time to be seen (e.g., only one entrance or exit to a heavily wooded trail).  ◦ 2 = If trail is partially obscured by sparse vegetation, but walker can move easily towards an open area.  ◦ 3 = Little or no vegetation or other barriers and walker does not have to move to be seen, or only has to move a short distance to be seen. | A5.1- a,b |
| 2. Playground presence | Yes No |  | Playground has to be <25 feet from nearest point on the trail (or <100 feet within sight of the trail) |  |
| 3. Open restrooms | Yes No  **if no skip next question** |  | Include portable bathroom structures (e.g. port-a-potties); must be functional and within sight of trail |  |
| 4. Restroom proximity | 1 2 3 4 5 | PROX | Restrooms must be easy to get to; consider shortest distance to trail regardless of trail length |  |
| 5. Operational drinking fountain | Yes No  **if no skip next question** |  | Needs to be <100 ft from trail by the walking route one could take from trail to drinking fountain (e.g., does not count if have to walk around fence), in sight of trail |  |
| 6. Drinking fountain proximity | 1 2 3 | PROX | Drinking fountain must be easy to get to; consider shortest distance to trail regardless of trail length |  |
| 7. Lighting | Yes No  **if no skip next question** |  | Presence of **any** artificial lights (or the potential of) that would allow for use at night |  |
| 8. Percent lit | 1 2 3 | PER | Consider full length of trail, but not width |  |
| 9. Working call boxes/phones | Yes No |  | <25 feet from trail; must be easy to get to |  |
| 10. Automotive crossing | Yes No |  |  |  |
| 11. All of trail separate from active areas | Yes No |  | ◦ Separated from athletic fields and other potentially intrusive areas; could include ample distance, or natural (e.g., shrubbery) or man-made (e.g., fence) barriers.  ◦ Person on trail should be in no danger of being harmed by objects from active area.  ◦ Play sets are not considered active areas for this potential intrusion onto trail |  |
| 12. Animal Waste Cleanup | Yes No |  | Boxes offering bags to clean up after pets (bags do not have to be present) |  |

**A. Trails**

**6. Paved - Other aspects**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. System/layout | Loop Linear |  | Circle all that apply; refer to guidebook |  |
| 2. Total trails length | Length \_\_\_\_\_\_\_\_ |  | Estimate to the nearest .5 mile, with .5 being minimum if present at all |  |
| 3. Loops | Number \_\_\_\_\_\_\_\_ |  | Answer only if loop trails present |  |
| 4. Linear trails | Number \_\_\_\_\_\_\_\_ |  | Answer only if linear trails present |  |
| 5. Bordering aesthetics | 1 2 3 | PEX | Applies to what can be seen visually from trail (the surrounding area), not what is on the trail. Consider cleanliness (e.g., trash), condition, and non-water special features (e.g., art); something pleasant and/or unique to look at. |  |
| 6. Water element present | Yes No  **if no skip next question** |  | Non-drinking water (e.g., lake) visible from the trail |  |
| 7. Water proximity | 1 2 3 4 5 | PROX | Standard proximity |  |
| 8. Trash cans | Yes No |  | Any <25 feet from trail |  |
| 9. Fitness stations | Yes No |  | Area that has been designated to facilitate physical activity; signage may be present recommending certain exercises and number of repetitions | A6.8; a,b |

**A. Trails**

**7. Unpaved - existence and surface**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Unpaved trail presence | Yes No |  | Must be > 200 ft in length; if trail has signage that clearly states that it is “closed” do not count: **if no, skip to section B** |  |
| 2. Material | Dirt/Sand Grass  Gravel  Mulch/wood chip |  | Circle predominant material; base evaluation across all length of unpaved trails |  |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; dealing with surface of the trail; consider holes, etc.; consider ease of seeing and ability to follow trail | A7.4-a,b |
| 4. Width | 1 2 3 |  | <2 ft (1 adult); 2-5 ft (2 adults; sidewalk width); >5 ft (>3 adults) |  |
| 5. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter, but **not** mud, rocks, sticks, etc. | A7.6-a,b |
| 6. Flatness | 1 2 3  steep 🡪 flat | NATE | Completely flat=3, some incline/decline=2, significant incline/decline=1 |  |
| 7. Continuity | Yes No | NATE | ◦ **More than two** surface materials, missing sections, or patched sections would receive a ‘no’ rating  ◦ Mud does not make trail discontinuous. |  |
| 8. Clear from obstruction | 1 2 3 | NATE | ◦Refer to guidebook; it is what happens on top of or above the surface. Is progress hindered?  ◦ Do not consider small twigs, small rocks or small areas of mud. | A7.9; A7.6b |
| 9. Coverage/shade | 1 2 3 | PER | Consider the entire length of the trail, but not width |  |

**A. Trails**

**8. Unpaved - Signage/information**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Presence of signage | Yes No |  | **If no, skip to section A9** |  |
| 2. Visibility | 1 2 3 | NATE | Refer to guidebook; consider distance from trail and obstruction by trees and other things, must be able to completely see sign from trail and must be able to read from some point on trail | A2.2 |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; consider legibility from trail | A2.3-a,b |
| 4. Content – uses | Yes No |  | Labeled for biking, running, rollerblading or land designation (e.g., wetlands) |  |
| 5. Content – warnings | Yes No |  | Warnings of hazards (e.g., animals, dangerous conditions) |  |
| 6. Content – distances | Yes No |  | Total trail distances or distances to locations on the trail (not markers of distance as below) |  |
| 7. Content – trail name | Yes No |  |  |  |
| 8. Colorful | Yes No |  | Vibrant; non-black and non-neutral colors; two or more colors |  |
| 9. Trail map | Yes No |  | Either permanent or transportable |  |
| 10. Distance markings | Yes No |  | On signs along trail (do not include initial sign that marks the beginning of the trail) |  |
| 11. Convergence | Yes No |  | Directional marking at trail convergence (where trails come together) | A2.11 |

# A. Trails

**9. Unpaved - Places to sit/rest**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Sit/rest places present | Yes No |  | Must be <25 feet from trail; **If no, skip to Section A10** |  |
| 2. Type | Benches  Tables  Other | All apply | If other, please specify  Include seat wall on the trail as ‘Other’ and count with Benches.  Do not include bleachers along the trail; these should be counted in section H.4. |  |
| 3. Seat material – benches or other | Wood; 0 1 2 3 4  Metal: 0 1 2 3 4  Plastic: 0 1 2 3 4  Concrete: 0 1 2 3 4 |  | For each type of bench, circle a number based on the following ranges: 0=0, 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 4. Table top material – tables | Wood; 0 1 2 3 4  Metal: 0 1 2 3 4  Plastic: 0 1 2 3 4  Concrete: 0 1 2 3 4 |  | For each type of table, circle a number based on the following ranges: 0=0, 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 5. Condition | 1 2 3 | PEX | Refer to guidebook; do not consider graffiti | A3.5-a,b |
| 6. Comfort | 1 2 3 | PEX | Must include ability to sit with back and head comfortably positioned | A3.6-a,b,c |
| 7. Landscaping | Yes No |  | Refer to guidebook | A3.7-a,b |
| 8. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider underneath tables and benches as well | A3.8-a,b |
| 9. Seat width | 1 2 3 |  | <1 feet, 1-2 feet, >2 feet |  |
| 10. Coverage/shade | 1 2 3 | PER | Refer to guidebook; % of places to sit/rest that are covered | A3.10-a,b |

**A. Trails**

**10. Unpaved - Access**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Access points | 1 2 3 4 5 |  | Refer to guidebook; circle a number based on the following ranges: 1=1,2= 2-4,3= 5-9, 4=10-20, 5= >20 |  |
| 2. Parking proximity | 1 2 3 4 5 | PROX | Refer to guidebook |  |
| 3. Entrance proximity | 1 2 3 4 5 | PROX | Refer to guidebook; consider entrances for both walkers and vehicles. Choose whichever entrance is the closest to the unpaved trail |  |
| 4. Bollards/other barriers | Yes No |  | Refer to guidebook; anything to delimit an access point or exclude vehicles | A4.4-a,b |
| 5. Steps | Yes No |  | Wooden planks used to help navigate hills also count as steps for unpaved trails |  |
| 6. Paved path/trail to trail | Yes No |  | Consider any paved area that leads to a trail. |  |

**A. Trails**

**11. Unpaved - Safety/comfort**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Openness/visibility | 1 2 3 | NATE | ◦ Must be able to easily be seen or see from most points along trail (not just at the entrance/exit); trail must have potential for person to reach an open area (area in which they could be visible to/by others) in a short amount of time and with a minimal amount of effort (e.g., don't have to climb a steep grade).  ◦ This item is designed to capture a sense of the isolation one feels across the length of the trail.  ◦ 1= If one has to consistently move through dense shrubbery/trees or other things that block the view in/out of trail or it takes long periods of time to be seen (e.g., only one entrance or exit to a heavily wooded trail).  ◦ 2= If trail is partially obscured by sparse vegetation, but walker can move easily towards an open area.  ◦ 3= Little or no vegetation or other barriers and walker does not have to move to be seen, or only has to move a short distance to be seen=3. | A5.1- a,b |
| 2. Playground presence | Yes No |  | Playground has to be <25 feet from nearest point on the trail (or <100 feet within sight of the trail) |  |
| 3. Open restrooms | Yes No  **if no skip next question** |  | Include portable bathroom structures (e.g., port-a-potties); must be functional and within sight; must be open and accessible |  |
| 4. Restroom proximity | 1 2 3 4 5 | PROX | Restrooms must be easy to get to; consider shortest distance to trail regardless of trail length |  |
| 5. Operational drinking fountain | Yes No  **if no skip next question** |  | Needs to be <100 ft from trail and within sight; must be functioning |  |
| 6. Drinking fountain proximity | 1 2 3 4 5 | PROX | Drinking fountain must be easy to get to; consider shortest distance to trail regardless of trail length |  |
| 7. Lighting | Yes No  **if no skip next question** |  | Presence of any artificial lights (or the potential of) that would allow for use at night |  |
| 8. Percent lit | 1 2 3 | PER | Consider full length of trail, but not width |  |
| 9. Working call boxes/phones | Yes No |  | <25 feet from trail; must be easy to get to |  |
| 10. Automotive crossing | Yes No |  |  |  |
| 11. All of trail separate from active areas | Yes No |  | ◦ Separated from athletic fields and other potentially intrusive areas; could include ample distance, or natural (e.g., shrubbery) or man-made (e.g., fence) barriers.  ◦ Person on trail should be in no danger of being harmed by objects from active area.  ◦ Play sets are not considered active areas |  |
| 12. Animal Waste Cleanup | Yes No |  | Boxes offering bags to clean up after pets (bags do not have to be present) |  |

**A. Trails**

**12. Unpaved - Other aspects**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. System/layout | Loop Linear |  | Circle all that apply; refer to guidebook |  |
| 2. Total trails length | Length \_\_\_\_\_\_\_\_ |  | Estimate to the nearest .5 mile, with .5 being minimum if present at all |  |
| 3. Loops | Number \_\_\_\_\_\_\_\_ |  | Answer only if loop trails present |  |
| 4. Linear trails | Number \_\_\_\_\_\_\_\_ |  | Answer only if linear trails present |  |
| 5. Bordering aesthetics | 1 2 3 | PEX | Applies to what can be seen visually from trail (the surrounding area), not what is on the trail. Consider cleanliness (e.g., trash), condition, and non-water special features (e.g., art); something pleasant and/or unique to look at. |  |
| 6. Water element present | Yes No  **if no skip next question** |  | Non-drinking water (e.g., lake) visible from trail |  |
| 7. Water proximity | 1 2 3 4 5 | PROX | Standard proximity |  |
| 8. Trash cans | Yes No |  | Any <25 feet from trail |  |
| 9. Fitness stations | Yes No |  | Area that has been designated to facilitate physical activity; signage may be present recommending certain exercises and number of repetitions | A6.8- a,b |
| 10. Offshoots | 1 2 3  **if ‘1’ skip next question** |  | 1=0; 2 =1-5; 3 = >5. Offshoots decrease in width and are greater than 200 ft long. |  |
| 11. Offshoot visibility | 1 2 3 | NATE |  |  |

**B. Paths**

**1. Existence and surface**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Path presence | Yes No |  | Distinct and designated walking area/route with the primary function of linking elements within the park; may be paved or unpaved. Paths can lead to trails.  **If no, skip to section C** | B1.1 |
| 2. Paved | Yes No |  | Must be mostly (>50%) paved for “yes” |  |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; consider condition of path surface, including holes, cracks, etc. | B1.4 |
| 4. Width | 1 2 3 |  | <2 ft (1 adult); 2-5 ft (2 adults; sidewalk width); >5 ft (>3 adults) |  |
| 5. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter, but not mud, rocks, twigs, etc. | A7.6a |
| 6. Flatness | 1 2 3  steep 🡪 flat | NATE | Completely flat=3, some incline/decline=2, significant incline/decline=1 | B1.1, B1.4 |
| 7. Continuity | Yes No |  | More than two surface materials, missing sections, or patched sections would receive a ‘no’ rating | A1.8 |
| 8. Clear from obstruction | 1 2 3 | NATE | Refer to guidebook; it is what happens on top of the surface; do not consider small twigs, small rocks or small areas of mud. Is progress hindered? | A1.9-a,b |
| 9. Coverage/shade | 1 2 3 | PER | Refer to guidebook; consider the entire length of the path, but not width | A1.10-a,b |

**B. Paths**

**2. Access**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Parking proximity | 1 2 3 4 5 | PROX | Refer to guidebook; use shortest distance |  |
| 2. Entrance proximity | 1 2 3 4 5 | PROX | Refer to guidebook; use shortest distance |  |
| 3. Seating proximity | 1 2 3 4 5 | PROX | Refer to guidebook; use shortest distance |  |
| 4. Bollards/other barriers | Yes No |  | Refer to guidebook; anything to delimit an access point or prevent vehicles from entering the path (including steps or elevation from the street); must be present on the path to rate as “yes” | A4.4-a,b |
| 5. Steps | Yes No |  |  |  |

**C. General areas**

**1. Open space**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Open space presence | Yes No |  | Refer to guidebook; if none present, go to section C2 | C1.1-a,b |
| 2. Number | 1 2 3 4 |  | Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 3. Average size | 1 2 3 | SIZE | 1: <50 ft X <50 ft; 2: 50-100 ft X 50-100 ft; 3: >100 ft X >100 ft |  |
| 4. Surface | Grass Dirt Other |  | Circle predominant material (circle only one response); base evaluation across all open spaces |  |
| 5. Shape | Square/Rectangular  Circle/oval Irregular | All apply |  |  |
| 6. Condition | 1 2 3 | PEX | ◦ Standard condition, plus consider ditches, holes, etc  ◦ Consider each open space individually and then average the ratings from each open space to come up with the average condition rating.  ◦ Consider:  - **condition of ground surface**; obstructions/leaves/rocks, continuity of surface, harness of surface  ◦ 1= Poor quality; uneven/treacherous ground surface, lots of spots where could twist ankles  ◦ 2= adequate quality; some imperfections in ground surface(e.g., few uneven aspects)  ◦ 3= excellent condition | C1.1-a,b & P2.3 for condition 2. |
| 7. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ Consider **man-made litter** - any debris or litter that is on the open space. | C1.1-a,b |
| 8. Flatness | 1 2 3  steep 🡪 flat | NATE | Completely flat=3, some incline/decline=2, significant incline/decline=1 |  |
| 9. Seating Availability | Yes No  **If no skip next question.** |  | ◦ Must be facing open space.  ◦ Seats do not have to be designated as seats for the open space, but individuals need to be able to watch others playing on the open space from those seats in order to be rated as present. | C1.1b |
| 10. Seating proximity | 1 2 3 4 5 | PROX | ◦ Determine which open space is nearest to the seating.  ◦ Estimate seating proximity from the open space that is the shortest distance away.  ◦ Estimate distance based on walking route people would use to get from open space to seating  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences or other high barrier |  |
| 11. Parking proximity | 1 2 3 4 5 | PROX | ◦ Determine which open space is nearest to a parking lot.  ◦ Estimate parking lot proximity from the open space that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from open space to parking  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 12. Roadway proximity | 1 2 3 4 5 | PROX | ◦ Determine which open space is nearest to the roadway.  ◦ Estimate roadway proximity from the open space that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 13. Perimeter | Yes No |  | ◦ Perimeter must be at least 1 foot tall (e.g., fence, bush).  ◦ Refer to the guidebook for the “perimeter” definition. |  |

**C. General areas**

**2. Meadows**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Meadow presence | Yes No |  | Refer to guidebook for definition. If none present, go to section C3 | C2.1 |
| 2. Average size | 1 2 3 |  | <25 X 25ft, 25-50 X 25-50ft, >50 X 50ft |  |
| 3. Any seating available? | Yes No  **If no skip next question.** |  | ◦<25 ft from meadow  ◦ must be able to see meadow from seating |  |
| 4. Seating proximity | 1 2 3 4 5 | PROX | ◦ Determine which meadow is nearest to the seating.  ◦ Estimate seating proximity from the meadow that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 5. Any adjacent water area? | Yes No |  | Adjacent water areas include both natural and man-made water features. |  |
| 6. Roadway proximity | 1 2 3 4 5 | PROX | ◦ Determine which meadow is nearest to the roadway.  ◦ Estimate roadway proximity from the meadow that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 7. Trail/path? | Yes No |  | Consider both trails that are immediately adjacent to or go through the meadow area. | C2.7 |
| 8. Any perimeter? | Yes No |  | ◦ Perimeter must be at least 1 foot tall (e.g., fence, bush).  ◦ Refer to the guidebook for the “perimeter” definition. |  |
| 9. Signage? | Yes No |  | Presence of any signage – for information, uses? | C2.1 |

**C General Areas**

**3. Wooded areas**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Wooded area presence | Yes No |  | Refer to guidebook. If none present, go to section D | C3.1 |
| 2. Total size | 1 2 3 |  | <25 X 25ft, 25-50 X 25-50ft, >50 X 50ft |  |
| 3. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter, not mud, rocks, twigs, etc. |  |
| 4. Any adjacent water area | Yes No  **If no skip next question.** |  | Adjacent water areas include both natural and man-made water features. | C3.1 |
| 5. Water area proximity | 1 2 3 4 5 | PROX | ◦ Determine which wooded area is nearest to the water area.  ◦ Estimate water area proximity from the wooded area that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 6. Trail/path presence | Yes No |  | Consider both trails that are adjacent to or go through the wooded area. |  |
| 7. Stones/rock formations | Yes No |  | ◦ Need to be large (at least human size) to be rated present  ◦ Only consider natural formations |  |
| 8. Tree variety | Yes No |  | Are there more than 2 types of trees? |  |
| 9. Lighting | Yes No |  | Presence of **any** artificial lights (or the potential of) that would allow for use at night |  |
| 10. Signage | Yes No |  | Presence of any signage – for information, uses? |  |
| 11. Wildflowers | Yes No |  | Presence of any wildflowers? |  |
| 12. Wildlife | Yes No |  | Presence of any easily visible wildlife - birds, butterflies, rabbits, squirrels? |  |

**D. Water areas**

**1. Existence and ponds/lakes**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Water area presence | Yes No |  | If none present, go to section E |  |
| 2. Ponds/lakes presence | Yes No |  | If none present, go to section D2 | D1.2 |
| 3. Number | \_\_\_\_\_\_\_\_\_ |  |  |  |
| 4. Average size | 1 2 3 |  | <25 X 25ft, 25-50 X 25-50ft, >50 X 50ft |  |
| 5. Shape | Square Rectangular  Circle/oval Irregular | Circle all that apply |  |  |
| 6. Cleanliness | 1 2 3 | NATE | Refer to guidebook ; Consider man-made litter. | D1.2 |
| 7. Water quality | 1 2 3 | PEX | Consider algae, water weeds, clearness of water | D1.7-a,b |
| 8. Water movement | 1 2 3 | NATE |  | D1.2 |
| 9. Seating | Yes No |  | <25 ft from water and must have view of water | D1.2 |
| 10. Picnic area | Yes No |  | <25 ft from water |  |
| 11. Bordering aesthetics | 1 2 3 | PEX | Refer to guidebook: consider overall aesthetic of area surrounding the water |  |
| 12. Water accessibility | 1 2 3 | PEX | ◦ Refer to guidebook.  ◦ 3= can **easily** get to water and touch it at some point along water’s edge  ◦ 2= can get to the water and touch it but requires some balance or leaning  ◦ 1= essentially cannot touch water without risking danger or falling in. | D2.1 |
| 13. Trail/path/bridge | Yes No |  | Adjacent or over pond/lake; must be able to see water from trail/path/bridge | D1.12 |
| 14. Swimming allowed | Yes No |  |  | D1.2 |
| 15. Signage | Yes No |  | Danger, informational, use, and/or other signage | D1.2 |
| 16. Fishing allowed | Yes No |  |  |  |

**D. Water areas**

**2. Streams/creeks**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Creeks/streams presence | Yes No |  | If none present, go to section D3 | D2.1 |
| 2. Width | 1 2 3 |  | <2 feet, 2-8 feet, >8 feet |  |
| 3. Cleanliness | 1 2 3 | NATE | Refer to guidebook: include banks of stream/creek | D2.1 |
| 4. Water quality | 1 2 3 | PEX | Consider algae, water weeds, clearness of water | D2.1 & D1.7-a,b |
| 5. Water movement | 1 2 3 | NATE | Is the water moving/trickling down stream or standing stagnant? |  |
| 6. Seating | Yes No |  | <25 ft from stream/creek; must be able to see creek |  |
| 7. Picnic area | Yes No |  | <25 ft from stream/creek |  |
| 8. Water accessibility | 1 2 3 | PEX | ◦ Refer to guidebook.  ◦ 3= can **easily** get to water and touch it at some point along water’s edge  ◦ 2= can get to the water and touch it but requires some balance or leaning  ◦ 1= essentially cannot touch water without risking danger or falling in. | D2.1 |
| 9. Depth | 1 2 3 |  | <2 feet, 2-8 feet, >8 feet |  |
| 10. Rock hopping available | Yes No |  | Can you hop on rocks to get across stream/creek | D2.1 |
| 11. Lack of bad smell | Yes No |  |  |  |
| 12. Trails/path/bridges | Yes No |  | Adjacent or over pond/lake; must be able to see water from trail/path/bridge | D1.12 |
| 13. Fishing allowed | Yes No |  |  |  |
| 14. Signage | Yes No |  | Danger, informational, use, and/or other signage | D1.2 |

**D. Water areas**

**3. Swimming/wading pools**

**In this section only:** If pool area cannot be accessed because it is closed or admission is required, rate as many questions as accurately as possible based on viewing. For the items that cannot be assessed, use CBD (cannot be determined). Use this rating for this section **only** and only when necessary; no excessive use.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Pool presence | Yes No |  | **If no, skip to section D4** |  |
| 2. Swimming pools | Number \_\_\_\_\_\_\_\_ |  |  |  |
| 3. Wading only pools | Number \_\_\_\_\_\_\_\_ |  | <2 ft deep in all areas |  |
| 4. Operational | Yes No |  | **If no, do not rate cleanliness and condition, but rate remaining questions** |  |
| 5. Cleanliness | 1 2 3 | NATE | Refer to guidebook |  |
| 6. Condition | 1 2 3 | PEX | Refer to guidebook |  |
| 7. Average size | 1 2 3 |  | <25 X 25ft, 25-50 X 25-50ft, >50 X 50ft |  |
| 8. Depth variety | Yes No CBD |  |  | D3.8 |
| 9. Restrooms | Yes No CBD |  | Include portable bathroom structures (e.g., port-a-potties) | D3.9 |
| 10. Seating areas | Yes No CBD |  | Benches, picnic tables, patio chairs etc are provided. | D3.10 |
| 11. Shade/coverage | Yes No CBD |  | Coverage of **any** part of seating area | D3.10 |
| 12. Showers | Yes No CBD |  | Must be free to rate as “yes” |  |
| 13. Slides | Yes No CBD |  |  | D3.13 |
| 14. Water play features | Yes No CBD |  |  | D3.14 |
| 15. Lifeguard chair | Yes No CBD |  |  |  |
| 16. Phone | Yes No CBD |  |  | D3.16 |
| 17. Trash cans | Yes No CBD |  |  |  |
| 18. Drinking fountains | Yes No CBD |  |  | D3.16 |
| 19. Concessions/ vending | Yes No CBD |  | ◦ Must be close enough in proximity that individuals using the pools know the concession stand or vending machines exist.  ◦ Rate as present if building has concession window (does not have to be open), OR vending machines are on. |  |
| 20. Signage | Yes No CBD |  | Danger, emergency, use, and/or other signage | D3.20 |
| 21. Perimeter | Yes No CBD |  | Refer to guidebook |  |

**D. Water areas**

**4. Fountains**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1.. Fountain presence | Yes No |  | If none present, go to section D5 | D1.2 |
| 2. Fountains | Number \_\_\_\_\_\_\_ |  |  |  |
| 3. Operational | Yes No |  | If none operation, go to section D5 |  |
| 4. Location | In pond On  own | All apply | **If all in pond, go to section D5** | D1.2, D4.1 |
| 5. Size (diameter) | 1 2 3 |  | <2 feet, 2-8 feet, >8 feet |  |
| 6. Condition | 1 2 3 | PEX | Refer to guidebook |  |
| 7. Water height | 1 2 3 |  | <2 feet >2-8 feet, >8feet; include structure in height estimate |  |
| 8. Water quality | 1 2 3 | PEX | ◦ Refer to guidebook.  ◦ Consider algae, water weeds, cleanliness & color of water  ◦ Also consider man-made litter either within the fountain or outside the structure |  |
| 9. Sculpture/statue | Yes No |  |  | D4.1 |
| 10. Seating | Yes No |  | Must be able to view fountain |  |
| 11. Lighting | Yes No |  | ◦ Refer to guidebook  ◦ Presence of **any** artificial lights (or the potential of) that would allow for use at night |  |
| 12. Signage | Yes No |  | Use, wading, danger, informational, and/or other signage |  |
| 13. Containment | Yes No |  | Does water stay all or mostly contained in fountain? | D4.1 |

**D. Water areas**

**5. Beach areas**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Beach presence | Yes No |  | If none present, go to section E1 |  |
| 2. Cleanliness | 1 2 3 | NATE | Refer to guidebook; focus on man-made litter. |  |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; standard condition plus softness of sand and/or presence of man-made litter and sharp objects such as seashells or sharp rocks. If surface is rocky, consider how dangerous it would be for a child to walk on. |  |
| 4. Accessibility | 1 2 3 |  | 1: Not readily accessible or somewhat dangerous to access for a child. If man-made infrastructure to access beach exists, it is not functionally sound or dangerous for a child to use.  2: Requires stairs, crosswalks, or some other man-made infrastructure to access. Structure is functionally sound and easily used.  3: Easily accessed from parking/park entrance | 5.3a |
| 5. Total size | 1 2 3 | SIZE | Consider size of beach, not water; 1=<50 ft X <50 ft; 2 = 50-100 ft X 50-100 ft; 3 = >100 ft X >100 ft (if size does not correspond, calculate total sq. footage) |  |
| 6. Presence of sand area | Yes No |  |  |  |
| 7. Presence of tide pools | Yes No |  | Rock formations that allow tide pools – do not have to be full of water at the time of rating. |  |
| 8. Parking Proximity | 1 2 3 4 5 | PROX | Consider from nearest part of beach |  |
| 9. Open restrooms | Yes No  **if no skip next question** |  |  |  |
| 10. Restroom proximity | 1 2 3 4 5 | PROX | Consider from nearest part of beach |  |
| 11. Umbrellas, etc. | Yes No |  | This includes umbrellas, chairs, surfboards, etc. available through the park (even with a cost).  This does not include equipment available through a private store. |  |
| 12. Picnic area | Yes No |  |  |  |
| 13. Showers | Yes No |  | Include both individual stall showers and public rinse off shower areas. May be full-size or half-size (foot wash). |  |
| 14. Swimming area | Yes No |  | Specifically designated area to swim in (e.g., roped off); simple no wake buoys do not constitute a swimming area; flags or signs for swimming do count | D5.13 |
| 15. Lifeguard stands | Yes No |  | Smaller, open, less-permanent platform or chair for a single lifeguard. | D5.14 |
| 16. Lifeguard present or lifeguard hours posted | Yes No |  | This is rated as ‘Yes’ if evaluation is during the off-season, but sign indicates there will be a lifeguard at some time. | D5.14, D5.16 |
| 17. Lifeguard tower | Yes No |  | Permanent or semi-permanent structure for 1 or more lifeguard. Usually can be closed, and has indoor space for equipment. Lifeguard headquarters buildings do count. | D5.16 |
| 18. Working call boxes/phones | Yes No |  | <25 feet from beach; must be easy to get to |  |
| 19. Trash cans | Yes No |  | Any <25 feet from beach. |  |
| 20. Operational drinking fountain | Yes No |  | Within sight; must be functioning |  |
| 21. Concessions/vending | Yes No |  | ◦ Must be close enough in proximity that individuals using the beach know the concession stand or vending machines exist.  ◦ Rate as present if a building has concession window (does not have to be open), OR vending machines are on. |  |
| 22. Signage - danger | Yes No |  | e.g., rip currents, contaminants, “no lifeguard present” |  |
| 23. Signage – use | Yes No |  | e.g., smoking, glass, alcohol, pet restrictions; other prohibitions |  |
| 24. Fire pits | Yes No |  |  |  |
| 25. Alcohol Prohibited? | Yes No |  | Must be explicitly prohibited on signage somewhere in the park. |  |

**E. Eating/drinking features**

**1. Drinking water fountains**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Drinking fountains presence | Yes No |  | If none present, go to section E2 | E1.1; E1.4-a,b |
| 2. Operational | Yes No |  |  |  |
| 3. Drinking fountains | Number\_\_\_\_\_\_\_\_ |  |  |  |
| 4. Condition | 1 2 3 | PEX | ◦ Refer to guidebook  ◦ Consider consistency and height of water flow, if water is contained within the fountain & if leftover water drains or pools in water fountain after use.  ◦ 3= completely functional; water flows consistently and at proper drinking height (not too high, not too low), water flow contained within the fountain & leftover water drains away  ◦ 2= functional but may have some flaws (i.e, not flow consistently, water height being too low or too high, water flows outside of fountain, leftover water pools in fountain instead of draining away  ◦ 1=not functional or has an extreme flaw that makes the water fountain difficult to function properly and thus use (i.e., water flow so low that it is not possible to use). | E1.4 –a,b,c |
| 5. Water taste/cleanliness | 1 2 3 | PEX | Discolored?; consider coldness as well |  |
| 6. Child height or Handicap accessible | Yes No |  | Any fountains at a young child’s height or handicap accessible? | E1.1 |
| 7. Faucet/hose hook-up | Yes No |  |  |  |
| 8. Surround landscaping | Yes No |  | Anything aesthetically pleasing around fountain (e.g., flowers, bushes)? |  |
| 9. Paved surfacing | Yes No |  | Is there a paved surface around the fountain that one can stand on to drink? |  |

**E. Eating/drinking features**

**2. Grills/fire pits**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Grills/fire pits presence | Yes No |  | If none present, go to section E3 | E2.1 |
| 2. Grills/fire pits | 1 2 3 4 |  | Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 3. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook; does not have to be and will not be sparkling clean.  ◦ 3= Can use grill immediately; does not have to be cleaned before use.  ◦ 2= Have to clean before using.  ◦ 1= Unable to clean; individuals would not be comfortable using the grill. | E2.3; E2.1 |
| 4. Condition | 1 2 3 | PEX | ◦ Refer to guidebook; expect a certain amount of wear.  ◦ Consider if the grill is broken, rusted & if it has necessary components (i.e., the grill surface itself). | E2.1 & E2.3 |
| 5. Surface type underneath | Dirt  Grass  Paved  Sand |  | Circle predominant material (circle only one response) |  |
| 6. Trash cans | Yes No |  | Any <25 feet from grill. |  |
| 7. Adjustable levels | Yes No |  |  | E2.1 |
| 8. Can be rotated | Yes No |  |  |  |

**E. Eating/drinking features**

**3. Picnic area**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Picnic area presence | Yes No |  | ◦ **Must have** 2 or more adjacent picnic tables and a trash can;  ◦ If none present, go to section E4 | E3.1 |
| 2. Picnic areas | Number \_\_\_\_\_\_\_ |  |  |  |
| 3. Ground surface | Grass  Dirt  Paved  Wood |  | Predominant surface (circle only one response) |  |
| 4. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter. |  |
| 5. Ground flatness | 1 2 3 | NATE | Completely flat=3, some incline/decline=2, significant incline/decline=1 | E3.1 |
| 6. Parking proximity | 1 2 3 4 5 | PROX |  |  |
| 7. Open Restrooms | Yes No |  | < 25 ft from area |  |
| 8. Grills/fire pits | Yes No |  | < 25 ft from area |  |
| 9. Playground | Yes No |  | Playground has to be <25 feet from nearest picnic area (or <100 feet within sight of the picnic area) |  |
| 10. Athletic fields | Yes No |  | < 25 ft from area |  |
| 11. Trash cans | Yes No |  | < 25 ft from area | E3.1 |
| 12. Operational drinking fountain | Yes No |  | < 25 ft from area |  |
| 13. Signage | Yes No |  | Use, warnings, name |  |
| 14. Coverage/shade | Yes No |  | Any of the eating areas covered? | E3.1 |
| 15. Lighting | Yes No |  | Presence of any artificial lights (or the potential of) that would allow for use at night |  |
| 16. Path/trail linkage | Yes No N/A |  | Path or trail leading to or near the area? |  |
| 17. Can be reserved | Yes No |  |  |  |

**E. Eating/drinking features**

**4. Vending**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Vending presence | Yes No |  | If none present, go to section F |  |
| 2. Vending machines | Number \_\_\_\_\_\_\_\_\_\_ |  |  |  |
| 3. Operational | Yes No |  |  |  |
| 4. Food/drink selection variety | Yes No |  | ◦ Consider across all vending in park  ◦ “No” = only food or only drinks available in the entire park. |  |
| 5. Affordability | 1 2 3 | PEX | ◦ Cost consistent with local convenience store costs  ◦ Any items < $1.00? |  |
| 6. Openness/visibility | 1 2 3 | NATE | ◦ Must be able to easily be seen or see from vending machine(s). |  |
| 7. Open restrooms | Yes No  **if no skip next question** |  |  |  |
| 8. Restroom proximity | 1 2 3 4 5 | PROX | ◦ Determine which vending machine is closest to the restroom.  ◦ Estimate restroom proximity from the vending machine that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 9. Healthful choices available | Yes No |  | ◦ Any fruit, fruit roll-up, or non-chocolate granola bars available?  ◦ Any baked snack products (chips) or pretzels available? |  |
| 10. Secured | Yes No |  | Fenced in or chained to wall? |  |
| 11. Signage | Yes No |  | For example, money return policy and contact numbers |  |
| 12. Trash cans | Yes No |  | < 25 ft from machine |  |
| 13. Lighting | Yes No |  | Presence of any artificial lights (or the potential of) that would allow for use at night |  |
| 14. Paper to coin conversion | Yes No |  | Either in machine or separate change machine |  |

**F. Facilities**

**1. Restrooms**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Restroom presence | Yes No |  | ◦Must be publicly accessible (e.g., can be in municipal buildings), but not part of a commercial establishment;  ◦If none present, go to section F2 |  |
| 2. Type - number | Fixed Portable  \_\_\_\_\_\_ \_\_\_\_\_\_ |  |  |  |
| 3. Any open | Yes No |  | If no, go to section F2 |  |
| 4. Cleanliness | 1 2 3 | NATE | ◦Refer to guidebook.  ◦ Is it sanitary? Consider man-made litter, water etc on the floor, sink, and toilets. | F1.4-a,b |
| 5. Condition | 1 2 3 | PEX | ◦Refer to guidebook.  ◦Consider whether sinks and toilets are all operational; if sinks & toilet seats are damaged etc. | F1.4-a,b |
| 6. Supplied | 1 2 3 | PEX | Consider toilet paper, soap and towels and/or hand dryer or hand sanitizer | F1.4-a,b |
| 7. Ventilation/lack of bad smell | Yes No |  |  |  |
| 8. Any separate for women and men | Yes No |  |  |  |
| 9. Handicap accessible | Yes No |  |  |  |
| 10. Running water | Yes No |  |  |  |
| 11. Diaper changing area | Yes No |  |  |  |

**F. Facilities**

**2. Shelters/pavilions/gazebos**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Shelter/pavilion/  gazebo presence | Yes No |  | If none present, go to section F3  See guidebook for definition; do not double-count covered picnic areas. | F2.1; a,c |
| 2. Number | \_\_\_\_\_\_\_\_ |  |  |  |
| 3. Size | 1 2 3 |  | <25 X 25ft, 25-50 X 25-50ft, >50 X 50ft |  |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook.  ◦ Consider man-made litter, deal breakers, excessive spider webs, leaves or other natural debris. | F2.1c |
| 5. Condition | 1 2 3 | PEX | ◦ Refer to guidebook; consider structural condition (i.e., damaged roof, support beams) | F2.1c |
| 6. Playground proximity | 1 2 3 4 5 | PROX | ◦ Determine which shelter/pavilion/gazebo is closest to the playground.  ◦ Estimate playground proximity from the shelter/pavilion/gazebo that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 7. Parking proximity | 1 2 3 4 5 | PROX | ◦ Determine which shelter/pavilion/gazebo is closest to the parking.  ◦ Estimate parking proximity from the shelter/pavilion/gazebo that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 8. Grills/fire pit | Yes No |  | <25 ft from shelter/pavilion/gazebo |  |
| 9. Open restrooms | Yes No |  | <25 ft from shelter/pavilion/gazebo |  |
| 10. Seating availability | Yes No |  | Underneath the shelter/pavilion/gazebo |  |
| 11. Playground | Yes No |  | Playground has to be <25 feet from nearest shelter/pavilion/gazebo (or <100 feet within sight of the shelter/pavilion/gazebo) |  |
| 12. Lighting | Yes No |  | Presence of any artificial lights (or the potential of) that would allow for use at night |  |
| 13. Signage | Yes No |  | directional, use |  |
| 14. Plug-in for electric | Yes No |  |  |  |
| 15. Fireplace | Yes No |  |  |  |
| 16. Operational water fountain | Yes No |  | <25 ft from shelter/pavilion/gazebo |  |
| 17. Reservability | Yes No |  |  |  |
| 18. Trash cans | Yes No |  | <25 ft from shelter/pavilion/gazebo |  |
| 19. Path/trail linkage | Yes No N/A |  | Path or trail leading to or near the area? |  |

**F. Facilities**

**3. Entertainment venues/stages**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Entertainment venues/ stages present | Yes No |  | If none present, go to section G1 |  |
| 2. Stages | Number \_\_\_\_\_\_\_ |  |  |  |
| 3. Average size | 1 2 3 |  | <25 X 25ft, 25-50 X 25-50ft, >50 X 50ft |  |
| 4. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter on stage and within seating area |  |
| 5. Condition | 1 2 3 | PEX | Refer to guidebook; consider stage and seating area |  |
| 6. Fixed seating | Yes No |  |  |  |
| 7. Sound system | Yes No |  |  |  |

**G. Educational/historical features**

**1. Historical markers or monuments**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Historical markers or monuments presence | Yes No |  | If none present, go to section H1 | G1.1 – a,b,c,d, |
| 2. Number | 1 2 3 4 |  | Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10)  Refers to the number of individual markers that tell about one person, one event, or one place |  |
| 3. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter, graffiti | G1.1-c,d |
| 4. Condition | 1 2 3 | PEX | Refer to guidebook: consider defacement, legibility (consider graffiti here if it affects an individual’s ability to read information on marker/monument). | G1.1-c,d |
| 5. Landscaping | 1 2 3 | NOAL | Refer to guidebook: area surrounding marker or monument | G1.1-a,b |
| 6. Path/Trail linkage | Yes No N/A |  |  | G1.1b |
| 7. Description provided | Yes No  **if no skip next question** |  |  | G1.1- a,d |
| 8. Significance noted | Yes No |  | If description, does it include information about the significance of the person, place, event? |  |
| 9. Safety | Yes No |  | Consider safety of the monument or marker – barriers around it? |  |
| 10. Lighting | Yes No |  | Presence of any artificial lights (or the potential of) that would allow for use at night |  |

**H. Sitting or resting features (non-trail)**

**1. Benches**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Benches present | Yes No |  | If none present, skip to Section H2 |  |
| 2. Seat material – benches (number) | Wood; 0 1 2 3 4  Metal: 0 1 2 3 4  Plastic: 0 1 2 3 4  Stone/Concrete: 0 1 2 3 4 |  | For each type of bench, circle a number based on the following ranges: 0=0, 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook | A3.5a |
| 4. Comfort | 1 2 3 | PEX | Refer to guidebook: Must include ability to sit with back and head comfortably positioned | A3.6-a,b,c |
| 5. Landscaping | 1 2 3 | NOAL | Refer to guidebook | A3.7-a,b |
| 6. Cleanliness | 1 2 3 | NATE | Refer to guidebook: include underneath benches | H1.6; A3.8a |
| 7. Seat width | 1 2 3 |  | <1 feet, >1-2 feet, >2 feet |  |
| 8. Proximity to path | 1 2 3 4 5 | PROX | Standard proximity |  |
| 9. Coverage/shade | 1 2 3 | PER | Refer to guidebook: consider coverage across all benches | A3.10a |

**H. Sitting or resting features (non-trail)**

**2. Tables**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Tables present | Yes No |  | If none present, skip to Section H3 |  |
| 2. Table top material – tables | Wood; 0 1 2 3 4  Metal: 0 1 2 3 4  Plastic: 0 1 2 3 4  Concrete: 0 1 2 3 4 |  | For each type of table, circle a number based on the following ranges: 0=0, 1=1, 2=(2-5), 3=(6-10), 4= (>10) |  |
| 3. Size | 1 2 3 |  | Average size; seats <2 people, 2-4 people, >4 people; |  |
| 4. Cleanliness | 1 2 3 | NATE | Refer to guidebook: include underneath tables | H2.5 – a; A3.8a |
| 5. Condition | 1 2 3 | PEX | Refer to guidebook | H2.6 |
| 6. Proximity to path | 1 2 3 4 5 | PROX | Standard proximity |  |
| 7. Coverage/shade | 1 2 3 | PER | Refer to guidebook | A3.10b |

**H. Sitting or resting features (non-trail)**

**3. Seat walls**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Seat wall present | Yes No |  | If none present, skip to Section H4 | H3.1-b |
| 2. Seat wall material (number) | Stone/brick \_\_\_\_\_\_\_  Wood \_\_\_\_\_\_\_  Concrete \_\_\_\_\_\_\_\_ |  | Insert number of each type of wall; need to be distinct/separate in order to be counted; continuous walls (even if has different levels) should be counted as one |  |
| 3. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook; include area immediately surrounding seat wall.  ◦ Consider man-made litter. | H3.1-b |
| 4. Condition | 1 2 3 | PEX | Refer to guidebook | H3.1-b |
| 5. Seat width | 1 2 3 |  | <1 feet, >1-2 feet, >2 feet |  |
| 6. Proximity to path | 1 2 3 4 5 | PROX | Standard proximity |  |
| 7. Seat height off ground | 1 2 3 |  | <2 feet, >2-4 feet, > 4 feet |  |
| 8. Coverage/shade | 1 2 3 | PER | Refer to guidebook | A3.10b |

**4. Bleachers**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Bleachers present | Yes No |  | If none present, go to Section I | H4.1-a,b |
| 2. Bleacher material (number) | Metal \_\_\_\_\_\_\_\_  Wood \_\_\_\_\_\_\_ |  | Insert number of each type of bleacher | H4.1-a,b |
| 3. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook; include underneath bleachers  ◦ Consider man-made litter, paint condition (if applicable), graffiti, & dealbreakers | H4.3 – a,b |
| 4. Condition | 1 2 3 | PEX | Refer to guidebook | H4.1a, H4.3b |
| 5. Seat width | 1 2 3 |  | <1 feet, >1-2 feet, >2 feet |  |
| 6. Number of rows | 1 2 3 |  | Rate average; < 3 rows, 3-6 rows, > 6 rows |  |
| 7. End caps | Yes No |  | A piece of material that is placed at the end of the bleacher to prevent the edge from scratching individuals. Can be found on both wood and metal bleachers, though it is most common on metal. | H4.1a |
| 8. Coverage/shade | Yes No |  | Refer to guidebook |  |
| 9. Moveable | Yes No |  | Look to see if they are bolted down to a cement base etc. |  |

**I. Landscaping**

**1. Flowers**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Flowers present | Yes No |  | Rate only landscaped flowers (not meadows or wooded areas); if none present, skip to Section I2 | I1.1-a,b |
| 2. Flower variety | 1 2 3 | NATE | 3 or more different flower types? | I1.1b |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook: alive; weeded? | I1.1-a,b |
| 4. Marker | Yes No |  | Names of flowers provided; flowers described? |  |

**2. Shrubs/bushes**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Shrubs/bushes present | Yes No |  | Rate only landscaped shrubs/bushes (not wooded areas); if none present, skip to Section I3 | I2.1 |
| 2. Condition | 1 2 3 | PEX | Refer to guidebook; Alive? Consider whether appear pruned. | I2.1 |
| 3. Colorful | Yes No |  | 2 or more colors in addition to green? | I2.3; I2.1 |
| 4. Prickly texture | Yes No |  | Any that would be uncomfortable to walk through? |  |

**3. Landscaping beds**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Picture** |
| 1. Landscaping beds present | Yes No |  | If none present, skip to Section J | I3.1-a, b; I1.1, I2.1 |
| 2. Cleanliness | 1 2 3 | NATE | Refer to guidebook; consider man-made litter. | I3.1-a,b |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook: mulched? weeded? | I3.1-a,b |
| 4. Average size (diameter) | 1 2 3 |  | <5 feet, >5-11 feet, >11 feet |  |

**J. General aesthetics**

**1. Views of outside park**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Views outside park present | Yes No |  | **◦** If none present, skip to section J.2  **◦** Refer to guidebook.  **◦** Rate only if there is elevation in the park relative to visible areas outside of park.  **◦** Rate only if the "view" is outside the park boundaries.  **◦** A "view" exhibits an appealing subject/location. For example, it would NOT be considered a "view" to be able to look at a water treatment plant. | J1.1 |
| 2. View content – water areas | Yes No |  | **◦** Refer to guidebook.  **◦** Includes lakes, rivers, streams, ocean waters, and other aesthetically pleasing water areas. | J1.1 |
| 3. View content - cityscape | Yes No |  | **◦** Refer to guidebook.  **◦** Includes appealing views of skyscrapers, buildings etc. |  |
| 4. View content – natural | Yes No |  | **◦** Refer to guidebook.  **◦** Examples include wooded areas, mountains |  |
| 5. View content - other | Yes No |  | **◦** Refer to guidebook.  **◦** To be rated "yes," the view must be of something appealing (e.g., airplane landing strips, bridges) BUT does not fall into the other categories. | J1.1 |
| 6. Structure material | Metal Wood  Grass/natural | All that apply | Structure used to stand on to observe "the view." |  |
| 7. Cleanliness of viewing area | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, poorly maintained (e.g., large piles of decomposing leaves), large amount of debris/litter left behind or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or the entire ground surface is free of litter/debris and in good aesthetic condition. | A1.6-a,b |
| 8. Visibility to farthest point | 1 2 3 |  | ◦ 1 = < 1,000 feet (1,000 ft = 333 yards = approx. 3 football fields)  ◦ 2 = > 1,000 - < 5,000 feet (5,000 ft = .95 mile = approx. ONE mile)  ◦ 3 = > 5,000 ft |  |
| 9. Path/Trail linkage to viewing area | Yes No N/A |  |  |  |
| 10. Seating availability | Yes No |  |  |  |
| 11. Signage | Yes No |  | ◦ Rate "yes" as long as there is a description of a view that is outside of the park boundary.  ◦ As long as individual criteria is met, the same sign may qualify for both describing "content of view" and as signage for a historical marker. | G1.1c |

**J. General aesthetics**

**2. Sculpture or other art**

|  |  |  |  |
| --- | --- | --- | --- |
| Aspect | **Rating** | **Considerations** | **Pictures** |
| 1. Sculpture/art present | Yes No | If none present, skip to Section J3 | J2.1 |
| 2. Sculptures/ art pieces | Number \_\_\_\_\_\_ | Enter total number. |  |
| 3. Sculpture / art material | Metal Wood Stone  Paint or other  visual medium | ◦ Circle one predominant material  ◦ Consider the total number of sculptures (not considering their individual size) and choose the predominant material of all sculptures in the park. | J2.1 |
| 4. Functional | Yes No | e.g., part of a fountain, can be played on, used as seating | J2.1 |
| 5. Garden setting location | Yes No | Rate “yes” if sculpture is placed near or within a landscaped area. |  |
| 6. Seating availability | Yes No | Rate "yes" if there is seating available facing the sculpture/art OR if there is seating attached to the sculpture facing out towards the rest of the park. |  |
| 7. Signage | Yes No | Describing art; identifying artist | J2.1 |
| 8. Content – nature | Yes No | ◦ Refer to guidebook; can indicate as much specific "content" there is by indicating "yes" to different categories of content  ◦ Includes flora, animals, or part thereof |  |
| 9. Content – human | Yes No | Refer to guidebook; includes a person or part thereof | J2.1 |
| 10. Content – abstract | Yes No | ◦ Refer to guidebook  ◦ Does not meet criteria for other categories; undefined topic |  |

**J. General aesthetics**

**3. Area/neighborhood immediately surrounding park**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Character | Residential  Non-residential |  | Circle predominant character of surrounding area (one response only), with particular attention to areas around park entrances; trying to evaluate eyes on the park. If 50%/50% (i.e., 2 bordering streets are residential, other 2 are non-residential) rate as “residential”. |  |
| 2. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, poorly maintained, large amount of debris/litter or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or the entire area is free of litter/debris and in good aesthetic condition. |  |
| 3. Condition | 1 2 3 | PEX | Consider quality of buildings and maintenance of natural areas |  |
| 4. Adjacent road frontage of park | 1 2 3 | PER | ◦ What percentage of the park's perimeter is adjacent to roads?  ◦ Do not include situations in which highways can be seen from the park but cannot be accessed directly. You must be able to get from that road to the park for it be considered "frontage."  ◦ Road frontage does **NOT** include parking lots. |  |
| 5. Perceived safety from crime in neighborhood surrounding park (not safety within the park) | 1 2 3 | PEX | ◦ 3=a neighborhood in which you perceive it to be safe enough for a 12-year-old boy to walk around the block alone in the daytime  ◦ 2= a neighborhood that an adult would feel safe in during the daytime but would question having a child unsupervised in the neighborhood  ◦ 1= adults would question their own safety  Things that denote lack of safety include secluded places, homeless people, etc. |  |
| 6. Perceived safety within the park | 1 2 3 | PEX | ◦ 3= you perceive it to be safe enough in the park for a 12-year-old boy to walk around the park alone in the daytime  ◦ 2= an adult would feel safe in during the daytime but would question having a child unsupervised in the park  ◦ 1= adults would question their own safety in the park  Things that denote lack of safety include secluded places, homeless people, etc. |  |
| 7. High traffic area | Yes No |  | Rate "yes" if there is a constant flow of traffic versus only an occasional car coming down the street with at least 25% of the park open to the roadway. |  |
| 8. Visibility from park into surrounding area/ neighborhood | Yes No |  | Is it possible to see the surrounding neighborhood from the park? Can you see them? |  |
| 9. Visibility from surrounding neighborhood into park | Yes No |  | ◦ Your perception of how visible the park is from residences in the neighborhood surrounding the park.  ◦ Could people see/watch/check on you if you were in the park? |  |

**J. General aesthetics**

**4. Trash cans**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Trash cans present | Yes No |  | If none present, skip to Section J5 | J4.1; b,c |
| 2. Number | 1 2 3 4 |  | Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10)  Include trash cans found along trails. |  |
| 3. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook  ◦ Consider the type of debris/litter that is left behind in the area immediately around the trash can. Is the trash can over-flowing?  ◦ 1= Deal breakers on ground surrounding trash cans, poorly maintained or very unclean; trash over-flowing and unable to properly dispose of trash; residue left behind on the lid of the trash can that makes it difficult to dispose of trash without becoming dirty yourself  ◦ 2 = not severe transgressions; a lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or all of the ground surface is free of litter/debris & in good aesthetic condition; able to dispose of litter without getting leftover residue on your hands & trash pick-up is well-maintained | J4.1; b,c; J4.6 |
| 4. Path proximity | 1 2 3 4 5 | PROX | Take closest distance from path to a trash can |  |
| 5. Condition | 1 2 3 | PEX | ◦ Focus on the functionality of the trash can.  ◦ Consider if the trash can is standing up, how hard/easy it is to dispose of trash (not due to the amount of trash already in the can - consider this in "cleanliness") but due the can structure.  ◦ 1 = if there is no possible way the can would hold and retain the trash or if it is extremely difficult to dispose of trash. | J4.1-b,c; J4.6 |
| 6. Secured to ground | Yes No |  | ◦ Are **more than half** of the trash cans secured to ground?  ◦ Indicates that it is difficult to knock over. Examples: chained to a pole, bleachers or post or in a secure container (e.g., made out of cement). | J4.6 |
| 7. Covered | Yes No |  | ◦ Do **more than half** of the trash cans have a cover?  Covers include any top, lid, or individually covered containers that house trash cans.  ◦ **Do not** rate as "yes" if the can is only "covered" by its placement underneath a pavilion or other physical structure that provides coverage for humans. | J4.1-b & J4.6 |
| 8. Agency marked | Yes No |  | Do more than half of the trash cans have the agency marked? |  |
| 9. Separate recycling | Yes No |  | Are there any containers marked for recycling? | J4.9 |

J. General aesthetics

**5. Wildlife areas/structures**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Wildlife areas present | Yes No |  | ◦ Consider only if it is a specific, designated areas for wildlife; if none present, skip to Section K  ◦ One requirement - if noted as a "wildlife area" must be actually be able to see the respective animal - take season into consideration.  ◦ Do not rate bird feeders as "yes." To rate "yes" animals will be put there by park personnel versus being there on their own volition. |  |
| 2. Type | Petting zoo  Butterfly area  Aquarium  Other \_\_\_\_\_\_\_\_\_ |  | Circle all that apply. |  |
| 3. Binoculars (permanent) | Yes No |  |  |  |
| 4. Seating availability | Yes No |  |  |  |
| 5. Brochures | Yes No |  |  |  |
| 6. Signage | Yes No |  |  |  |

**K. Access-related features**

**1. Entrances**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Number | 1 2 3 4 |  | Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10)  ◦ Refer to the guidebook for further description.  **◦ Distinct point or area of entry to a park.**  ◦ Entryways are often denoted by roadways (for larger parks), gates, or the beginning of pathways  **◦ Entrances should be at least 100 ft apart from each other.** | K1.1-a,b,c |
| 2. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, broken glass, poorly maintained (e.g., large piles of decomposing leaves), or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or the entire entrance is free of litter/debris and in good aesthetic condition. | K1.1-a,b,c |
| 3. Parking proximity | 1 2 3 4 5 | PROX | ◦ Determine which entrance is closest to the parking lot.  ◦ Estimate parking lot proximity from the entrance that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences.  ◦ Make sure you are estimating to the actual area individuals can park (e.g., if the only parking is along the road, make sure parking is permitted there). |  |
| 4. Signage | Yes No |  | Leading to entrances; park name; rules; park hours; warnings; uses | K1.4; K1.1-a,b |
| 5. Lighting | Yes No |  | ◦ Any artificial lighting specific for the entrance.  ◦ Do not rate as “yes” if there are lights for the baseball field that would also provide light for the entrance if the baseball field lights were in use. |  |
| 6. Information/maps | Yes No |  |  | K1.6 |
| 7. Landscaping | 1 2 3 | NOAL | Only rate the landscaping that exist outside of wooded or meadow areas. | I1.1, I2.1, I3.1 |
| 8. Staffed | Yes No |  |  |  |
| 9. Functional phone | Yes No |  | Any working phones within 25 ft of any park entrance |  |

**K. Access-related features**

**2. Bike racks**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Bike racks present | Yes No |  | If none present, skip to Section K3 | K2.1 |
| 2. Material | Metal Wood  Plastic |  | Circle predominant material type | K2.1 |
| 3. Number of bike racks | Number \_\_\_\_\_\_\_\_ |  | Individual racks or a cluster of racks is counted as 1. A rack or cluster must be at least 25 feet apart to count as separate. |  |
| 4. Total number of stalls | 1 2 3 4 5 |  | Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4=(11-25), 5=(>25)  Count total number of stalls across the whole park; consider how many bikes could be stored |  |
| 5. Secured to ground | Yes No |  |  | K2.1 |
| 6. Open restrooms | Yes No  **If no, skip next question.** |  | Restrooms <100 feet of bike racks? |  |
| 7. Restroom proximity | 1 2 3 4 5 | PROX | ◦ Determine which bike rack is closest to the restroom.  ◦ Estimate restroom proximity from the bike rake that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 8. Trash cans | Yes No |  | Any trash cans <25 feet from a bike rack? |  |
| 9. Locks available | Yes No |  |  | K2.1 |
| 10. Covered | Yes No |  | Consider both coverage provided by trees or man-made shelter. | K2.1 |

**K. Access-related features**

**3. Parking lots**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Parking lots present | Yes No |  | Need to be part of or owned by park; if none present, skip to Section K4; street parking does not count |  |
| 2. Parking lots | Number \_\_\_\_\_\_\_ |  | Must be more than 100 feet apart to count as separate. |  |
| 3. Surface type | Paved Gravel  Dirt Grass |  | Circle predominant surface type | K3.3 |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, broken glass, poorly maintained (e.g., large piles of decomposing leaves), or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or the entire parking lot is free of litter/debris and in good aesthetic condition. | K3.3 |
| 5. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition.  ◦ Consider flatness  ◦ 1= steep incline/decline making it difficult to park; non-continuous material with many potholes  ◦ 2= moderate incline/decline making the parking lot still functional to use; moderate amount of small potholes and a few larger potholes  ◦ 3= mostly to extremely flat; continuous material without or only with a few small potholes. | K3.3 |
| 6. Size (average) | 1 2 3 | SIZE | 1 = <10 parking spots; 2 = 10-25 parking spots; 3 = >25 parking spots |  |
| 7. Lighting | Yes No |  | ◦ Any artificial lighting specific for the parking lot.  ◦ For example, do not rate as “yes” if there are lights for the baseball field that would also provide light for the parking lot if the baseball field lights were in use. |  |
| 8. Drop-off locations | Yes No |  | Often will be indicated by a curve in the curb of the sidewalk adjacent to the parking lot and may even be marked as a non-parking area. | K3.8 |
| 9. Handicapped spots | Yes No |  |  | K3.3 |
| 10. Curbed/bumpered | Yes No |  | Are spots curbed/bumpered to prevent driving over grass or into the park? | K3.3 |
| 11. Landscaping | Yes No |  | Only rate the landscaping/grass that exist outside of wooded or meadow areas. | I1.1, I2.1, I3.1 |
| 12. Parking space/spot markings (lined) | Yes No |  |  | K3.3 |
| 13. Trash cans | Yes No |  | Any trash cans in the parking lot or < 25 feet away? |  |

**K. Access-related features**

**4. Sidewalks (adjacent to park; not in park)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Sidewalks present | Yes No |  | If none present, skip to Section K5. |  |
| 2. Material | Concrete Asphalt Brick |  | Circle predominant surface type of sidewalks leading into or adjacent to park |  |
| 3. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook for general “cleanliness” definition.  ◦ Consider man-made litter, **not** mud, rocks, twigs, etc. | A1.6-a,b |
| 4. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition.  ◦ Dealing with the surface and functionality of the sidewalk; consider holes, cracks, tree branches under the surface.  ◦A sidewalk where a person must be overly mindful of where they are walking in order to avoid tripping or falling would receive a “poor” rating. | A1.4 –a,b,c |
| 5. Width | 1 2 3 |  | <2 ft (1 adult); 2-5 ft (2 adults; sidewalk width); >5 ft (>3 adults) |  |
| 6. Flatness/levelness | 1 2 3  steep 🡪 flat | NATE | ◦ Average the rating across the length of the sidewalks  ◦ Completely flat=3, some incline/decline=2, significant incline/decline=1 | A1.7-a,b |
| 7. Linkage to path or trail in park | Yes No N/A |  |  |  |
| 8. Any crosswalks across streets in parks | Yes No |  |  |  |
| 9. Sidewalks winding/curved | Yes No |  |  |  |
| 10. Sidewalks obstructed | Yes No |  | ◦ Refer to guidebook.  ◦ It is what happens on top of or above the surface; do not consider small twigs, small rocks or small areas of mud. Is progress hindered?  ◦ Obstructions cannot be easily moved or walked around. | A1.9-a,b |
| 11. Drainage | Yes No |  | Will water drain away or pool on sidewalk surface? |  |

**K. Access-related features**

**5. Roadways through park**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Roadways through park | Yes No |  | ◦ Park area/amenities on both sides of roadway.  ◦ If none present, skip to Section L. |  |
| 2. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition.  ◦ 1= Non-continuous material with many potholes  ◦ 2= Moderate amount of small potholes and a few larger potholes  ◦ 3= Continuous material without or only with a few small potholes. |  |
| 3. Pull-offs for viewing | Yes No |  |  |  |
| 4. Curvature | Yes No |  | Rate “yes” if roadways are winding with limited sight distance. |  |
| 5. Lighting | Yes No |  | ◦ Any artificial lighting specific for roadway?  ◦ For example, do not rate as “yes” if there are lights for the baseball field that would also provide light for the roadway if the baseball field lights were in use. |  |
| 6. Speed bumps | Yes No |  |  |  |
| 7. Posted speed limits <20 mph | Yes No |  |  |  |

L. Directives and information-related features

**1. Rules/regulation signs**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Rules/regulation signs present | Yes No |  | If none present, skip to Section L2 | K1.4 |
| 2. Cleanliness | 1 2 3 | NATE | ◦ Refer to guidebook;  ◦ **DO NOT** consider graffiti as sign cleanliness; in this case graffiti affects the function of the sign & is assessed under “condition” | K1.4 |
| 3. Condition | 1 2 3 | PEX | Refer to guidebook; consider legibility, vandalism (i.e., is sign broken?) & **graffiti** | A2.3-a,b & K1.4 |
| 4. Colorful | Yes No |  | Vibrant; non-black and non-neutral colors; 2 or more colors? | K1.4 |

**2. Maps**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Maps present | Yes No |  | If none present, skip to Section L3. | K1.6 |
| 2. Condition | 1 2 3 | PEX | Refer to guidebook; consider print size (read from 20 feet back?), vandalism (i.e., is map broken?) | K1.6 |
| 3. Portable | Yes No |  |  |  |
| 4. Braille available | Yes No |  |  |  |
| 5. Colorful | Yes No |  | Vibrant; non-black and non-neutral colors; 2 or more colors? | K1.6 |
| 6. Color coding system | Yes No |  |  |  |
| 7. “You are here” designation | Yes No |  | Either symbol or that phrase that illustrates where you are currently standing on the map. |  |
| 8. Distance scaled | Yes No |  |  |  |

**3. Event postings**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Event postings present | Yes No |  | ◦ Event(s) posted, but not necessarily held at park (e.g., community)  ◦ If none present, go to Section M | L3.1 |
| 2. Condition | 1 2 3 | NATE | ◦ Refer to guidebook  ◦ Consider print size (can read from 20 feet back?) & vandalism (i.e., broken) | L3.1 |
| 3. Up to date | Yes No |  | Has the event date passed? |  |
| 4. Colorful | Yes No |  | Vibrant; non-black and non-neutral colors; 2 or more colors? | L3.1 |

**M. Safety-related features**

**1. Telephones**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Functional phones present | Yes No |  | ◦ Consider **functional** public phones in and adjacent to park.  ◦ Pick up each phone and listen for a dial tone to determine if the phone is functional.  ◦ If none present, skip to Section N |  |
| 2. Number | \_\_\_\_\_\_\_\_\_ |  | Include only functional phones in the count. |  |
| 3. Cleanliness | 1 2 3 | NATE | Consider all things left by or on the phone that would affect the cleanliness of the phone (e.g., litter, graffiti, bird droppings, gum).  1= any dealbreakers or whenever you must come into contact with any uncleanly item to use phone (i.e., gum on ear/mouth piece, bird droppings on phone handle)  2 = uncleanly items that do not affect one’s use of the phone (e.g., litter left in the phone booth, innocent graffiti on phone or booth)  3 = mostly clean; can use phone with zero contact with uncleanly items |  |
| 4. Parking proximity | 1 2 3 4 5 | PROX | ◦ Determine which telephone is closest to the parking lot.  ◦ Estimate parking lot proximity from the telephone that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences.  ◦ Make sure you are estimating to the actual area individuals can park (e.g., if the only parking is along the road, make sure parking is permitted there). |  |
| 5. Phone book available | Yes No |  |  |  |
| 6. Lighting | Yes No |  | Any artificial lighting? |  |
| 7. Emergency numbers provided | Yes No |  |  |  |
| 8. Free to use | Yes No |  | e.g., emergency phone, phone inside municipal building that is staffed |  |

**Park Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**N. Play set or structure features**

**1. General play set or structure**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Play set or structure present | Yes No |  | ◦ The combination of 2 or more distinct pieces of playground equipment (e.g., attached slide and swings). If the attached items would need 2 or more parts of section O to rate it, it is a play set.  ◦ **If no, skip to Section O.** | N1.1-a,b |
| 2. Number | \_\_\_\_\_\_\_\_\_ |  | Enter total number of play sets (if you can get from one play structure to another without touching the ground via a bridge, steps, or some other connector, then consider it one play set) |  |
| 3. Openness/visibility | 1 2 3 | NATE | ◦ **Visibility from places to sit around playground.**  ◦ Refer to guidebook for general “openness/visibility” definition.  ◦ **2 =** only part of the playground is visible from the places to sit around it.  ◦ Take into consideration if the elements are opaque or transparent and the seasonal effects on foliage (e.g., During the summer, will the visibility be affected by a leafy tree?) | N1.3 |
| 4. Parking proximity | 1 2 3 4 5 | PROX | ◦ The distance between the play set and parking, measured as the shortest distance. Make sure you are estimating to the actual area individuals can park (e.g., if the only parking is along the road, make sure parking is permitted there; closest parking must be for the general public and include an adequate timeframe in which to park – more than 30 minute parking; can be fee parking). |  |
| 5. Seating | Yes No |  | <25 ft; must be facing the play area |  |
| 6. Open restrooms close by | Yes No |  | Rate as “yes” if a parent can easily walk a young child to the restroom (within 50 feet of the play set) **and/or** in sight from the play set, so a parent could watch older children going into the restroom by themselves. Restroom must be open in order to rate “yes.” Include port-a-potties. |  |
| 7. Coverage/shade | 1 2 3 | PER | ◦ Refer to the guidebook for a general “coverage” definition.  ◦ **Coverage/shade must be provided by natural or man-made elements and could be part of the play set.**  ◦ For example, a pavilion/shelter roof **would** be rated.  ◦ A roof that is clearly a part of the play set structure is also considered.  ◦ Play areas underneath parts of the play set are **not rated** in this category.  ◦ This rating is assessing whether the children using the play set would have the opportunity to be in the shade. Do not determine coverage based on the structure’s ability to protect from inclement weather – focus on providing shade. | N1.7-a,b,c  N1.10 for “2” rating. |
| 8. Lighting | Yes No |  | ◦ The presence of **any** artificial lighting (or its potential – light poles) that would allow use of the play set at night.  ◦ To rate as “yes,” the lighting must be for the play set (e.g., not lights for a ball diamond) |  |
| 9. Phone in working condition | Yes No |  | ◦ To rate as “yes,” must be in sight from the play set structure.  ◦ Must be in working condition to be rated as present.  ◦ Take into consideration any impediments to getting to the phone from the play set (e.g., another active area, street).  ◦ If the phone is in sight from the play set, but it is not functionally near, then rate “No” |  |
| 10. Colorful | Yes No |  | ◦ Refer to the guidebook for the general definition.  ◦ **2 or more** vibrant colors present? Brown, tan, gray, black, and white are not vibrant colors. | N1.10 |
| 11. See from road and/or neighborhood | Yes No |  | Must be able to see all or most of the play set from the road or surrounding neighborhood to rate as “yes.” |  |
| 12. Bike rack | Yes No |  | ◦ Must be in sight from the play set structure.  ◦ Take into consideration any impediments to getting to the bike rack from the play set (e.g., another active area, street).  ◦ If the bike rack is in sight from the play set, but it is not functionally near, then rate “No” |  |
| 13. Separate play sets for different age groups | Yes No |  | ◦ These are typically indicated by different sizes in height of equipment making up the play set.  ◦ Must be **2 distinct, separate** play sets to rate as "Yes". | N1.13 |
| 14. Separation from traffic (parking lots and roads) | Yes No |  | ◦ Chance of child easily running into road?  ◦ “Yes” = separation, either a perimeter or more than 50 ft from traffic is needed. “Yes" indicates that a child cannot easily run into traffic.  ◦ Note that the playground does not have to be completely enclosed in a type of perimeter for “yes” to be chosen. If there is adequate perimeter in the areas in which perimeter is necessary in order for there to be separation from traffic, choose “yes.”  ◦ Examples of "yes": a good distance (>50 ft) from traffic w/ perimeter optional OR nearer in distance to traffic but has a complete or almost complete perimeter.  ◦ Examples of "No" would be near traffic and without a perimeter.  ◦ Refer to the guidebook for the "perimeter" definition. | N1.14-a,b,c |
| 15. Perimeter | Yes No |  | ◦ Perimeter must be at least 1 foot tall (e.g., fence, bush).  ◦ Refer to the guidebook for the “perimeter” definition. |  |
| 16. Functional drinking fountain | Yes No |  | ◦ Must be in sight from the play set structure.  ◦ Must be functional to be rated as present.  ◦ Take into consideration any impediments to getting to the drinking fountain from the play set (e.g., another active area, street).  ◦ If the drinking fountain is in sight from the play set, but it is not functionally near = "No". |  |
| 17. Separation from **all** other active areas | Yes No |  | ◦ To be rated as "Yes," the play set must be at least 50 feet away from other active areas (e.g., athletic fields) OR a perimeter for either the play set or other active areas must exist.  ◦ **Perimeter in this case indicates a structure that prevents intrusion into the play set area from the other active area.**  ◦ Note that the playground **does not** have to be completely enclosed in a type of perimeter for “yes” to be chosen. If there is **adequate** perimeter in the areas in which perimeter is necessary in order for there to be separation from **all** other active areas, choose “yes.”  ◦ Consider foul territories as well. If the play set location is within an area in which foul balls or other flying pieces of equipment may impede, then rate as “no” – **UNLESS** there is adequate perimeter in place (e.g., tall enough fence or netting).  ◦ For example, a tall fence, a backstop with a either a net or additional fencing that hangs over (which stops balls from leaving the field), enclosed basketball and tennis courts, or a net above the play set (to stop foul balls from harming children on the play set) would be rated as "yes." | N1.17-a,b |
| 18. Imaginative play set theme? | Yes No |  | ◦ Is the play set constructed with an overall theme and not just composed of individual equipment and/or pretend play panels? (e.g., castle or ship theme).  ◦ If "Yes” then **do not** count things just present to accentuate the theme  ◦ If the play set has additional panels that meet other panel criteria (e.g., steering wheel), then those items would be counted in the corresponding panel section. | N1.18  N7.1k. |

**N. Play set or structure features**

**2. Ground surface**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand Wooden |  | ◦ Circle predominant type.  ◦ Felt has the consistency of a miniature golf course. |  |
| 2. Condition | 1 2 3 | PEX | ◦ Refer to the guidebook for the general “condition” definition.  ◦ Consider if there are cracks/bare spots in the ground surface and how much those imperfections disrupt the function of the surface; consider the total amount of surface space that is affected.  ◦ 1= children can easily trip and fall on surfaces (e.g. many cracks in rubberized surface or asphalt)  ◦ 2= moderate imperfections that need to be improved but ground surface is still functional  ◦ 3= Excellent, mostly to completely functional condition  ◦ For mulch and sand:  ◦ 3= Ground surface completely covered OR can easily shift material around to cover spots.  ◦ 2= Sparse in places, not enough material available to shift/rake around to cover spots  ◦ 1= Very bare, does not cover ground, more dirt or bare ground than ground coverage | N2.2 |
| 3. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, poorly maintained (e.g., large piles of decomposing leaves), or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or the entire ground surface is free of litter/debris | N2.3-a,b |
| 4. Levelness | 1 2 3 | NATE | ◦ Consider the ground surface of the play set itself, not the material covering the ground.  ◦ Is it uneven? Are there hills or a grade to the surface?  ◦ Do not assume amount of levelness based on a play set being situated on a hill or being in a “flat” park. |  |
| 5. Colorfulness of ground surface | Yes No |  | ◦ Refer to the guidebook for the general “colorful” definition.  ◦ **2 or more** vibrant colors? Brown, tan, gray, black, and white are not vibrant colors. |  |

**N. Play set or structure features**

**3. Things to hang from (part of play set)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of things to hang from | Yes No |  | ◦ Any element that children grasp with their hands and results in the rest of their bodies dangling above the ground (e.g., monkey bars, bars, moveable track handle).  ◦ **If no, skip to section N4** | N3.1-a,b,c,d,e,f |
| 2. Number | \_\_\_\_\_\_\_\_ |  | ◦ Enter total number of objects.  ◦ Count each individual structure as being an object.  ◦ For example, if there are two uneven bars standing next to each other, count each bar as its own object.  ◦ **BUT** if there are two bars parallel to each other horizontally within the same structure, count this as **ONE** element (e.g., monkey bars) | N3.2 |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to the guidebook for the general “condition” definition.  ◦ Are attaching hooks closed? Rust or worn parts? Operational? Functionally sound?  ◦ Be sure to test the security of each item by touching, shaking, and hanging from to ensure the hanging element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ 3= completely functional; for rust, may be minimal, can play on it without contact with rust.  ◦ 2= partial functioning (e.g., rust and some worn parts OR some of the things to hang from are not functional); for rust, come into contact with rust when using it  ◦ 1= lack of function across all or most of the things to hang from (e.g., hanging element is broken and loose, not secure to rest of play set). | N3.1-a,b,c,d |
| 4. Cleanliness | 1 2 3 | NATE | Refer to the guidebook for the general “cleanliness” definition. |  |
| 5. Height off ground | 1 2 3 |  | average; < 4 ft, 4-8 ft, >8 ft |  |
| 6. Material | Metal Wood  Rope Plastic |  | Circle all that apply |  |
| 7. Moveable rings/ things to hang from | Yes No |  |  |  |

**N. Play set or structure features**

**4. Things to slide down (part of play set)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of things to slide down | Yes No |  | ◦ **If no, skip to section N5** |  |
| 2. Type (number) | Straight Slides \_\_\_  Curved slides \_\_\_\_  Tube slides \_\_\_\_\_  Poles \_\_\_\_\_  Pole slides \_\_\_\_\_ |  | ◦ Count each individual slide that is part of the play set.  ◦ **Two slides side by side** with material running down the middle = 2 slides, not 1 combined slide.  ◦ A **tube slide** is predominantly covered; may be straight or curved.  ◦ A **pole slide** is two adjacent poles that a child is meant to slide down at the same time. | N4.2–a,b,c,d, |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound?  ◦ Test the security of each item by touching and shaking; sliding element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ For rust (either on slide surface or where hands would be): if minimal and can play on it without contact with rust = 3; if come into contact with some rust when using it = 2; if extensive rust and can’t avoid it =3 | N4.3-a,b,c;  N4.2-a,b,c,d |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ Remember to focus the assessment of cleanliness on the sliding surface (e.g., dirt and debris) – EXCEPT for graffiti, which should be assessed as on any part of the slide.  ◦ 1= Deal breakers, poorly maintained, or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or all of the elements to slide down are free of litter/debris and in good aesthetic condition; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to be or appear to be BRAND NEW.** | N4.4-a,b;  N4.2-a,b,c,d & N4.3b |
| 5. Height off ground to top of sliding surface | 1 2 3 |  | < 5 ft, 5-8 ft, >8 ft  ◦ Estimate the **average** height across all sliding elements to the height at which children would sit to go down the slide or stand to slide down the pole. |  |
| 6. Slide width | 1 2 3 N/A |  | average; < 1 ft, 1-3 ft, >3 ft |  |
| 7. Material | Metal Wood  Plastic Concrete |  | Circle all that apply. |  |
| 8. All slides secured to ground? | Yes No |  |  |  |
| 9. Soft landing area | Yes No |  | ◦ Soft = grass, sand, mulch, loose dirt, rubber mat; Hard = asphalt or packed dirt | N4.9-a,b |
| 10. Drained landing area | Yes No |  | ◦ Not drained if water could pool on the ground at bottom of slide (Bowl shapes or bare spots).  ◦ To rate as “yes,” **most** landing areas (> 50%) must be drained.  ◦ Do not consider the material of the ground surface in this rating.  ◦ Rate as “yes” if there is some material/structure (e.g., rubber mats) covering the bowl-shaped indentations in the landing zone that allow for drainage to occur. | N4.9-a,b |

**N. Play set or structure features**

**5. Things to climb on, up, or through**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of functional stairs, ladders & ramps | Yes No |  | ◦ The purpose of "functional" steps, ladders & ramps are to help a child get from one part of the play set to the other.  ◦ **Steps and ladders should not be counted in both "functional" and "fun" categories**  ◦ **Steps should not be rated as both stairs and platforms –** a distinction must be made between the two. See Section N6.2 for a complete platform definition.  ◦ **Stairs** are defined as functional typically if there are less than 3 stairs. Sets of stairs with this few steps are rarely designed for fun.  ◦ **A functional ladder** is not fun in and of itself to climb - not curved or spiraled.  ◦ A **ramp** connects the ground to a play set feature, or connects two or more play set features that are of significantly different heights.  ◦ **If no, skip to section N5-5.** | N5.1-a,b,c  N6.2c (large functional stair) N6.2e & N6.3a (stairs vs. platforms.) |
| 2. Functional types (number) | Ladder \_\_\_\_\_\_  Sets of Stairs \_\_\_\_\_\_  Ramp \_\_\_\_\_ |  | ◦ Count ladders, sets of stairs, and ramps – NOT individual stairs, individual rungs on ladder, or platforms arranged in an ascending manner (See picture). | N5.2 |
| 3. Condition (of functional stairs, ladders & ramps) | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound?  ◦ Be sure to test the security of each item by touching and shaking to ensure the functional climbing element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ For rust: minimal, can play on it without touching rust = 3; touch rust when using it = 2. | N5.1-a,b,c |
| 4. Cleanliness (of functional stairs, ladders & ramps) | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, poorly maintained, or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or all of the elements to slide down are free of litter/debris and in good aesthetic condition; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to be or appear to be BRAND NEW.** | N5.1-a,b,c |
| 5. Presence of FUN  things to climb on/up/through | Yes No |  | ◦ A "fun" ladder and stairs have 2 purposes - a) to help the child get to other parts of the play set AND b) to be fun to climb in and of itself.  ◦ Examples: spiral and curved ladder, spiral staircase, stairs and ladders that are incorporated into imaginary play parts of play set (e.g., stairs that are scales on a dragon).  ◦ **If no, skip to section N6.** |  |
| 6. Fun Type (number) | Tubes \_\_\_\_\_\_\_\_\_\_\_  Webs \_\_\_\_\_\_\_\_\_\_\_  Tires \_\_\_\_\_\_\_\_\_\_\_\_  Climbing poles  or rope \_ \_\_  Fun Ladders \_\_\_\_\_\_ Fun Stairs \_\_\_\_\_\_\_\_  Other \_\_\_\_\_\_\_\_\_\_\_  Describe other:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  | ◦ **Webs** are moveable.  ◦ **Climbing poles** have one pole with handles.  ◦ **Ladders** have two poles with rungs typically connecting them. Additionally, ladders could be two poles with circular foot/hand holds arranged in a rung-like manner. See 5.6n in picture guide.  ◦ **Steps and ladders should not be counted in both "functional" and "fun" categories** -- thus a distinction must be made for all sets of stairs and ladders.  ◦ When counting ladders and stairs, count the number of ladders (not rungs) and number of sets of stairs (not individual steps). | N5.6-a,b,c,d,e,f,g,h,i, j,k,l,m,n;  N7.1k |
| 7. Condition (of fun elements) | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound?  ◦ Test the security of each item by touching and shaking to ensure the fun climbing element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ For rust: if minimal & can play on it without contact with rust = 3; if come into contact with rust when using it = 2. | N5.6-a-m |
| 8. Cleanliness (of fun elements) | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= Deal breakers, poorly maintained, or very unclean  ◦ 2= Lack of maintenance, moderate amount of litter/debris, and innocent graffiti  ◦ 3= mostly or all of the elements to slide down are free of litter/debris and in good aesthetic condition; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to appear to be BRAND NEW.** | N5.8;  N5.6-a-m |
| 9. Average height off ground (for both functional & fun) | 1 2 3 |  | < 5 ft, 5-8 ft, >8ft;  ◦ Consider from the ground to the TOP of the surface the children will be standing on to use the element. |  |
| 10. Material (for both functional & fun) | Metal Wood  Plastic Rope |  | Circle all that apply. |  |
| 11. Drain holes  (for both functional & fun) | Yes No N/A |  | ◦ e.g., on steps, in tubes  ◦ Only rate for steps or tubes; if steps or tubes not present, select N/A (not applicable).  ◦ To rate as “yes,” **most** drain holes (> 50%) must be present for applicable items. | N5.11 |
| 12. Soft landing area (for both functional & fun) | Yes No |  | ◦ Soft = grass, sand, mulch, loose dirt  ◦ Hard = asphalt or packed dirt | N4.9-a,b |
| 13. Drained landing area (for both functional & fun) | Yes No |  | ◦ To rate as “yes,” **most** landing areas (> 50%) must be drained.  ◦ Not drained if water could pool on ground at bottom of functional & fun climbing elements.  ◦ Do not consider the material of the ground surface in this rating.  ◦ Bowl shape or bare spots in the ground surface indicate water could pool there.  ◦ Rate as “yes” if there is some material/structure (e.g., rubber mats) covering the bowl-shaped indentations in the landing zone that allow for drainage to occur. | N4.9-a,b |

**N. Play set or structure features**

**6. Things to stand or walk on**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of things to stand or walk on | Yes No |  | **If no, skip to section N7.** |  |
| 2. Type (number) | Bridges \_\_\_\_\_\_  Platforms \_\_\_\_  Other \_\_\_\_\_\_\_  Describe other: \_\_\_\_\_\_\_\_\_\_\_\_ |  | ◦ **Bridges** may be flat or non-flat, stationary or moveable; their function is to connect play set features.  ◦ Typically a bridge is longer and narrower than platforms.  ◦ For an element to be defined as a bridge, a child cannot be able to step across the length of it in 1-2 steps, whereas a child most likely can walk across the length of a platform in 1-2 steps.  ◦ A bridge cannot connect play set features that are of significantly different heights; considered a ramp.  ◦ **Platforms** are >2 ft diameter and something to stand on.  ◦ When counting platforms each level of play set is one platform.  ◦ Be careful when counting platforms and sets of stairs – do not consider platforms that are arranged in a step-like manner as a set of stairs. Count each as an individual platform. Refer to N5.2.  ◦ Be careful when there are large stairs that may resemble platforms but are stairs. See picture N6.2c. | N6.2-a,b,c,d,e  N6.3a |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound?  ◦ Test the security of each item by touching and shaking to ensure the platforms and bridges are secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ Consider mold if element is made of wood and it affects the structure/strength/function of the item.  ◦ 1= Broken pieces that inhibit function and safety.  ◦ 2= Slightly broken or worn but still is functional OR combination of non-functional and functional elements. Consider if there is slight instability or indentations on the surface.  ◦ 3= Completely functional. | N6.3-a,b;  N6.2a |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ Consider debris, trash, and paint quality.  ◦ 1= Deal breakers, poorly maintained, or very unclean  ◦ 2= Lack of maintenance, moderate amount of litter/debris, & innocent graffiti  ◦ 3= mostly or all of the bridges & platforms are free of litter/debris and in good aesthetic condition; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to be or appear to be BRAND NEW.** | N6.2a , N6.3-a,b |
| 5. Average height off ground | 1 2 3 |  | < 5 ft, 5-8 ft, >8 ft |  |
| 6. Material | Metal Wood  Plastic Rope |  | Circle all that apply. |  |
| 7. Average width | 1 2 3 |  | < 2 ft, 2-4 ft, >4 ft |  |
| 8. **All** have railings? | Yes No |  |  |  |
| 9. **All** are stationary? | Yes No |  | ◦ **Stationary elements** do not move when children walk or run across them.  ◦ **Non-stationary elements** may give, sway, or sink slightly when weight is put on top of them. |  |

**N. Play set or structure features**

**7. Other features that are part of the play set or structure OR are near the play set but are not attached (See Section O6 for Imaginary Play Structure)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Pretend play panels | Number \_\_\_\_\_\_ |  | ◦ Enter total number.  ◦ **Panels have to be characterized as either pretend play, game, or educational panels. DO NOT double count and DO NOT fail to classify each as within one of these categories.**  ◦ If play set has an imaginary play set theme, **DO NOT** rate decorative panels that only enhance this theme within this section. The panel **CAN** enhance the theme and serve another function (e.g., panels with knights and princesses with their faces cut, allowing children to pretend to be that character – part of theme but serves another function as pretend play panel).  ◦ If the panel has 2 sides and the 2 sides do not coincide, each side of the play panel may be counted as a panel (and classified into the proper category). For example, if a panel has the ABCs on one side and a maze on the other side, this would count as 2 panels – one educational (ABCs) & one pretend play (maze).  ◦ **Pretend play panels** can be used in imaginative/creative play  ◦ Examples: steering wheel, counter w/ window cutout, mazes, periscope, gears, and spinning features. | N7.1-a,b,c,d,e,f,g,h,i,j,k |
| 2. Sound tubes | Number \_\_\_\_\_\_ |  | ◦ Enter total number of openings or funnels  ◦ Funnel tubes that when spoken into, can relay the speaker's voice through to another tube to be heard by a second person - similar to tin can telephones. | N7.2-a,b |
| 3. Game panels | Number \_\_\_\_\_\_ |  | ◦ Enter total number  ◦ Any panel that allows for a game to be played, (e.g., tic tac toe, NOT a maze).  ◦ A **game** is defined as **an activity that can be won or lost**.  ◦ Panel resembling game with educational material and **cannot be won**, = educational. | N7.3; N7.4d (educa-tional panel) |
| 4. Educational panels | Number \_\_\_\_\_\_ |  | ◦ Enter total number.  ◦ Any panel that has educational content and enables children to learn the content (e.g., a picture of a dinosaur fossil would NOT be educational by itself. By itself, it would be classified as pretend play, but if the fossil picture had the name of the dinosaur on it etc, then it would be classified as an educational panel).  ◦ Examples: ABCs, numbers, shapes, animal pictures, traffic signs, solar system | N7.4-a,b,c,d |
| 5. Water spray ground | Yes No |  | Water features that allow and are specifically designed for water. |  |
| 6. Other | Number \_\_\_\_\_\_  Describe:  \_\_\_\_\_\_\_\_\_\_\_\_\_ |  | ◦ Enter total number and describe.  ◦ **Avoid** classifying as “other” if possible.  ◦ Classify as “other” if is difficult to determine the function of the element or what other category the element would meet criteria for.  ◦ **Every item from a play set must be evaluated; if it can not be rated any where else in Section N, rate here.**  These items will be a part of the play structure, or reachable without touching the ground. | N7.6 |

**N. Play set or structure features**

**8. Swings (part of play set)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of swings | Yes No |  | ◦ **If no, skip to section O1.**  ◦ Swing set structure with no swing seats or chains is rated as “No” swings are not present. | N8.1 |
| 2. Type (number) | Baby swings \_\_\_\_\_\_  Strap swings \_\_\_\_\_  Bench swings \_\_\_\_\_  Tire swings \_\_\_\_\_  Chair swings \_\_\_\_\_\_  Porch swings \_\_\_\_\_ |  | ◦ **Baby swings**- child needs to be set into the swing; has leg holes in swing, or can also be found as curved "pumpkin" seat style  ◦ **Strap swings**- a strap of material conforms to your body shape and is available to sit on  ◦ **Bench swings** - a flat slab of material - usually plastic, rubber, or wood that does NOT conform to your body shape  ◦ **Chair swing** - a swing in which a parent could sit and hold their child | N8.2-a,b,c,d,e |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ 1= not functional/unusable (e.g., chains are not connected to the seat; seat is broken)  ◦ 2= Some rust on chains or pieces of the seat are broken off, but it is still usable despite needing improvements; for rust, come into contact with rust when using it.  ◦ 3= Completely functional; can play on it without contact with rust.  ◦ Rate on seats present. If only 1 swing in set for 4, but it is in excellent condition, the condition rating would be “3” with the swing count at 1 despite the 3 non-existent swings. | N8.3-a,b,c  N8.2-a,b,c,d ,e |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= very unclean seats (e.g., bird droppings, explicit graffiti, any other deal breakers  ◦ 2= seat is slightly dirty but not beyond a level of dirtiness that parents might expect their children to be exposed to while playing outside  ◦ 3= mostly to all clean; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to appear to be BRAND NEW.** | N8.2-b,c,d,e & N8.3b |
| 5. Average top bar height off ground | 1 2 3 |  | < 5 ft, 5-8 ft, >8 ft |  |
| 6. Average seat height off ground | 1 2 3 |  | Consider the seats at rest; < 2 ft, 2-4 ft, >4 ft |  |
| 7. Swing seat material | Metal Wood  Plastic Rubber |  | Circle all that apply. | N8.2a |
| 8. **Any** chain protection? | Yes No |  | e.g., plastic wrapped/coated around chain | N8.9 |
| 9. Drained landing zone | Yes No |  | ◦ To rate as “yes,” **most** landing areas (> 50%) must be drained.  ◦ Not drained if water could pool on the ground at bottom of the swings.  ◦ Do not consider the material of the ground surface in this rating.  ◦ Bowl shapes or bare spots in ground surface indicate water could pool there.  ◦ Rate as “yes” if there is some material/structure (e.g., rubber mats) covering the bowl-shaped indentations in the landing zone that allow for drainage to occur. | N8.10-a,b  N8.3c; N4.9-a,b |

**Park Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**O. Other play components (not part of play set)**

**1. Things to slide down**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of things to slide down | Yes No |  | ◦ **If no, skip to section O2.** |  |
| 2. Type (number) | Straight slides \_\_\_\_\_  Curved slides \_\_\_\_\_  Tube slides \_\_\_\_\_  Poles \_\_\_\_\_  Pole slides \_\_\_\_\_\_ |  | ◦ Count each individual slide that is not part of the play set.  ◦ If there are **two slides side by side** with a piece of material running down the middle, count each as a slide, not as 1 combined slide.  ◦ A **tube slide** is predominantly covered; may be straight or curved.  ◦ A **pole slide** is two adjacent poles that a child is meant to slide down at the same time. | N4.2-a,b,c,d |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound?  ◦ Be sure to test the security of each item by touching and shaking to ensure the sliding element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ For rust: if minimal and can play on it without contact with rust = 3; if come into contact with rust when using it = 2. | N4.2-a,b,c,d; N4.3-a,b,c |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ Remember to focus the assessment of cleanliness on the sliding surface (e.g., dirt and debris) – EXCEPT for graffiti.  ◦ Graffiti can be assessed on any part of the slide.  ◦ 1= Deal breakers, poorly maintained, or very unclean  ◦ 2= less severe transgressions, lack of maintenance, moderate amount of litter/debris, & innocent graffiti  ◦ 3= mostly or all of the elements to slide down are free of litter/debris and in good aesthetic condition; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to be or appear to be BRAND NEW.** | N4.2-a,b,c,d; N4.3b; N4.4-a,b |
| 5. Height off ground to top of sliding surface | 1 2 3 |  | < 5 ft, 5-8 ft, >8 ft  ◦ Estimate the average distance across all sliding elements (that are not part of the play set) to the height at which children would sit to go down the slide or stand to slide down the pole. |  |
| 6. Slide width | 1 2 3 N/A |  | average; < 1 ft, 1-3 ft, >3 ft |  |
| 7. Material | Metal Wood  Plastic Concrete |  | Circle all that apply |  |
| 8. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand/dirt Wooden |  | ◦ Circle predominant type.  ◦ **Felt** has the consistency of a miniature golf course. |  |
| 9. **All** slides secured to ground? | Yes No |  |  |  |
| 10. Soft landing area | Yes No |  | ◦ Soft = grass, sand, mulch, loose dirt, rubber mat  ◦ Hard = asphalt or packed dirt | N4.9-a,b |
| 11. Drained landing area | Yes No |  | ◦ To rate as “yes,” **most** landing areas (> 50%) must be drained.  ◦ Not drained if water could pool on the ground at bottom of slide.  ◦ Do not consider the material of the ground surface in this rating.  ◦ Bowl shapes or bare spots in ground surface indicate water could pool there.  ◦ Rate as “yes” if there is some material/structure (e.g., rubber mats) covering the bowl-shaped indentations in the landing zone that allow for drainage to occur. | N4.9-a,b |

**O. Other play components (not part of play set)**

**2. Climbers or things to spin or walk on**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of climbers | Yes No |  | **If no, skip to section O3.** |  |
| 2. Type (number) | Jungle gym \_\_\_\_\_\_  Rock wall \_\_\_\_\_  Balance beam \_\_\_\_\_  Turning pole \_\_\_\_\_  Fun steps \_\_\_\_\_  Other \_\_\_\_\_\_\_  Other, describe  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  | A **turning pole** is used to spin on. | O2.2-a,b,c |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound?  ◦ Be sure to test the security of each item by touching and shaking to ensure climbing element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ For rust: if minimal and can play on it without contact with rust = 3; if come into contact with rust when using it = 2. | O2.2-a,b,c |
| 4. Cleanliness | 1 2 3 | NATE | Refer to the guidebook for the general “cleanliness” definition. | O2.2-a,b,c |
| 5. Highest height off ground | 1 2 3 |  | < 5 ft, 5-8 ft, >8 ft  ◦ Should refer to the highest height in which one would be standing or sitting off the ground. |  |
| 6. Structure material | Metal Wood  Plastic Stone/Concrete |  | Circle all that apply. |  |
| 7. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand Wooden |  | ◦ Circle predominant type.  ◦ **Felt** has the consistency of a miniature golf course. |  |
| 8. Rope/chain assistance | Yes No |  |  | 02.9 |

**O. Other play components (not part of play set)**

**3. Swings**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of swings | Yes No |  | **If no, skip to section O4.** |  |
| 2. Type (number) | Baby swings \_\_\_\_\_\_  Strap swings \_\_\_\_\_  Bench swings \_\_\_\_\_  Tire swings \_\_\_\_\_  Chair swings \_\_\_\_\_\_  Porch swings \_\_\_\_\_ |  | ◦ **Baby swings**- when a child needs to be set into the swing; has leg holes in swing, or can also be found as curved "pumpkin" seat style  ◦ **Strap swings**- a strap of material conforms to your body shape and is available to sit on  ◦ **Bench swings** - a flat slab of material - usually plastic, rubber, or wood that does NOT conform to your body shape  ◦ **Chair swing** - a swing in which a parent could sit and hold their child | N8.2-a,b,c,d ,e |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ 1= not functional/unusable (e.g., chains are not connected to the seat; seat is broken)  ◦ 2= Some rust on chains or pieces of the seat are broken off, but it is still usable despite needing improvements; for rust, come into contact with rust when using it.  ◦ 3= Completely functional; can play on it without contact with rust.  ◦ Rate on seats present. If only 1 swing in set for 4, but it is in excellent condition, the condition rating would be “3” with the swing count at 1 despite the 3 non-existent swings. | N8.2-a,b,c,d,e; N8.3-a,b,c |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition; apply to swing seats.  ◦ 1= very unclean seats (e.g., bird droppings, explicit graffiti, any other deal breakers  ◦ 2= slightly dirty; within a level of dirtiness one might expect to be exposed to outside.  ◦ 3= mostly to all clean; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to appear to be BRAND NEW.** | N8.2-b,c,d,e & N8.3b |
| 5. Average top bar height off ground | 1 2 3 |  | < 5 ft, 5-8 ft, >8 ft |  |
| 6. Average seat height off ground | 1 2 3 |  | At rest; < 2 ft, 2-4 ft, >4 ft |  |
| 7. Swing seat material | Metal Wood  Plastic Rubber |  | Circle all that apply. |  |
| 8. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand Wooden |  | ◦ Circle predominant type.  ◦ **Felt** has the consistency of a miniature golf course. |  |
| 9. Chain protection | Yes No |  | e.g., plastic wrapped/coated around chain | N8.9 |
| 10. Drained landing zone | Yes No |  | ◦ To rate as “yes,” **most** landing areas (> 50%) must be drained.  ◦ Not drained if water could pool on the ground at bottom of swings (bowl shaped ground).  ◦ Do not consider the material of the ground surface in this rating  ◦ Rate as “yes” if there is some material/structure (e.g., rubber mats) covering the bowl-shaped indentations in the landing zone that allow for drainage to occur. | N4.9-a,b |

**O. Other play components (not part of play set)**

**4. Blacktop games**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of blacktop games | Yes No |  | ◦ **If no, skip to section O5.** |  |
| 2. Type (number) | Tetherball \_\_\_\_\_\_\_\_  2 or 4 square \_\_\_\_\_\_  Hopscotch \_\_\_\_\_\_\_\_  Funnelball \_\_\_\_\_\_\_\_  Other \_\_\_\_\_\_  Describe other:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |  | O4.2-a,b,c,d,e |
| 3. Surface condition | 1 2 3 | PEX | ◦ Refer to the guidebook for the general “condition” definition.  ◦ 1= non-functional (e.g., cracked asphalt and/or raised ridges; anything that makes a surface uneven), Children are not able to play on surface without fear of tripping or twisting an ankle.  ◦ 2= some cracks etc but still functional  ◦ 3= excellent condition, very few small cracks. | O4.2b;  P3.1-a,b,c,d |
| 4. Striping/lines condition | 1 2 3 | PEX | ◦ 1= Poor quality lines that cannot be seen easily. Lines are incomplete making the blacktop game hard to use.  ◦ 2= There are some imperfections, but the blacktop game is still usable.  ◦ 3= Excellent condition. The lines do not have to be brand new—just very few imperfections. | P3.5-a,b |
| 5. Separation from traffic (parking lots and roads) | Yes No |  | ◦ For "Yes", a perimeter or a specific distance from traffic is mandatory; a child cannot easily run into traffic.  ◦ Note that the blacktop games **do not** **have to be completely enclosed** in a type of perimeter for “yes” to be chosen. If there is adequate perimeter in the areas in which perimeter is necessary in order for there to be separation from traffic, choose “yes.”  ◦ **Examples of "yes":** a good distance from traffic w/ perimeter optional OR near in distance to traffic but has a perimeter.  ◦ **Examples of "no":** very near traffic and without a perimeter  Refer to the guidebook for the general "perimeter" definition. | N1.14-a,b,c |
| 6. Perimeter | Yes No |  | ◦ Refer to the guidebook for the general “perimeter” definition.  ◦ There does not have to be a perimeter around each blacktop game if more than one is present. To rate as present, there must be a perimeter between blacktop games & other park/playground areas. |  |
| 7. **Any** coverage/ shade? | Yes No |  | ◦ Refer to the guidebook for the general “coverage/shade” definition. Are any of the blacktop games covered by trees, man-made structures? |  |
| 8. Drainage | Yes No |  | ◦ To be rated as **"yes,"** there must be a visible drainage system in place to help limit the amount of standing water after rainfall; must occur for **most** areas (> 50%).  ◦ **"No"** indicates there would be puddles of water within the blacktop game surface after rainfall.  ◦ Consider if the ground surface is shaped into bowls throughout the blacktop games that would allow water to gather. |  |
| 9. Lighting | Yes No |  | ◦ The presence of **any** artificial lighting (or its potential – light poles) that would allow use of the blacktop games at night. To rate as “yes,” the lighting must be for the blacktop games (e.g., not lights for a ball diamond). |  |
| 10. Seating availability | Yes No |  | ◦ Seating must be available that faces the blacktop games to rate as present. |  |

**O. Other play components (not part of play set)**

**5. Spring toys & teeter-totters**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Spring toy or teeter-totter presence | Yes No |  | **If no, skip to section O6.** | O5.1; O5.8-a,b |
| 2. Type (number) | Animals \_\_\_\_\_\_  Vehicles \_\_\_\_\_\_  Teeter-totters \_\_\_\_  Other \_\_\_\_\_\_\_  Describe other:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |  |  |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to guidebook for general “condition” definition; consider dents, sharp edges, rust.  ◦ Rust or worn parts? Operational? Functionally sound? Spring tension (if applicable)?  ◦ Do not assess graffiti in this category.  ◦ 1= not functional or complete lack of spring tension  ◦ 2= inadequate amount of spring tension either too much or too little, or other indication of wear that affects the toy function; for rust, come into contact with rust when using it.  ◦ 3= excellent working condition, including adequate spring tension; for rust, may be minimal and can play on it without contact with rust. |  |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ 1= very unclean seats (e.g., bird droppings, explicit graffiti, any other deal breakers)  ◦ 2= seat is slightly dirty but not beyond a level of dirtiness that parents might expect their children to be exposed to while playing outside  ◦ 3= mostly or all clean; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to appear to be BRAND NEW.** |  |
| 5. Structure material | Metal Wood  Plastic Rubber |  | Circle all that apply; what you would sit on |  |
| 6. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand Wooden |  | ◦ Circle predominant type.  ◦ **Felt** has the consistency of a miniature golf course. |  |
| 7. Size | 1 2 3 |  | ◦ How many children can sit on toy fit? Average up if needed  ◦ 1= 1 child; 2= 2 children; 3= 3 or more children |  |
| 8. Are all spring coils encased | Yes No N/A |  | Children can’t put hands into coil?  If teeter-totter, select N/A | 05.8-a,b |
| 9. Adequate tension in spring | Yes No N/A |  | Can spring toy spring at all? Can spring toy spring back and forth?  If teeter-totter, select N/A |  |
| 10. **Any** coverage/ shade? | Yes No |  | ◦ Refer to the guidebook for the general “coverage/shade” definition; consider trees, man-made structures. |  |
| 11. Drainage | Yes No |  | ◦ To rate as “yes,” **most** areas (> 50%) must be drained.  ◦ Not drained if water could pool on the ground at bottom of spring toys.  ◦ Do not consider the material of the ground surface in this rating.  ◦ Bowl shapes or bare spots in ground surface indicate water could pool there.  ◦ Rate as “yes” if there is some material/structure (e.g., rubber mats) covering the bowl-shaped indentations in the landing zone that allow for drainage to occur. |  |
| 12. Handle bars available | Yes No |  |  |  |
| 13. Seating availability | Yes No |  | Seating must be available that faces the spring toys or teeter-totters to rate as present. |  |

**O. Other play components**

**6. Imaginary play structures (either part of play set or separate from play set)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Imaginary play structure presence | Yes No |  | ◦ A structure with a component for imaginative play (e.g., playhouse, play vehicle, animal, sandbox).  ◦ “Yes” can be rated if structure is part of play set or even is a defined space underneath the play set.  ◦ To be rated “yes” the structure must be a 3 or more sided, enclosed structure  ◦ **If no, skip to section P.** | O6.1 |
| 2. Type (number) | Animals \_\_\_\_\_\_  Vehicles \_\_\_\_\_\_  Buildings \_\_\_\_\_\_  Sandbox \_\_\_\_\_\_  Other \_\_\_\_\_\_\_  Describe other:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |  | O6.2-a,b, c,d |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to the guidebook for the general “condition” definition.  ◦ Be sure to test the security of each imaginary play structure by touching and shaking to ensure the imaginary play structure is secure, safe, and functional.  ◦ 1= unsafe (large amount of rust), not functional (main parts of structure are broken), overall unusable  ◦ 2= Still functional but needs improvement, has some imperfections (e.g., small amount of rust)  ◦ 3= Excellent condition. | O6.2-a,b, c,d |
| 4. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” rating.  ◦ 1= poorly maintained (painted items have large areas of missing paint or are peeling, or very unclean  ◦ 2 = not severe transgressions; lack of maintenance, moderate amount of litter/debris, & innocent graffiti  ◦ 3= free of litter/debris & in good aesthetic condition; can show traces of gentle use (e.g., scuff marks, scratches from play); **Does not have to appear BRAND NEW.** | O6.2-a,b, c,d |
| 5. Structure material | Metal Wood  Plastic Rubber  Stone/concrete |  | Circle all that apply. |  |
| 6. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand Wooden |  | ◦ Circle predominant type.  ◦ **Felt** has the consistency of a miniature golf course. |  |
| 7. Size | 1 2 3 |  | ◦ How many children can each structure fit? ◦ 1= 1-2 children; 2= 3-6 children; 3= >6 children |  |
| 8. Colorful | Yes No |  | ◦ Refer to the guidebook for the general “colorful” definition.  ◦ **2 or more** vibrant colors? Brown, tan, gray, black, and white are not vibrant colors.  ◦ Consider each structure individually; most (> 50%) of structures must meet colorful definition. |  |
| 9. Seating availability | Yes No |  | ◦ Seating must be available (for parents) that faces the imaginary play structure to rate as present.  ◦ **Do not** include seating that is inside the structure. |  |

**O. Other play components**

**7. Things to hang from (not part of play set)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Presence of things to hang from | Yes No |  | ◦ Any element that children grasp with their hands and results in the rest of their bodies dangling above the ground (e.g., monkey bars, bars, moveable track handle).  ◦ **If no, skip to section P1** | N3.1-a,b,c,d,e,f |
| 2. Number | \_\_\_\_\_\_\_\_ |  | ◦ Enter total number of elements.  ◦ Count each individual structure as being an object.  ◦ For example, if there are two uneven bars standing next to each other, count each bar as its own object.  ◦ **BUT** if there are two bars parallel to each other horizontally within the same structure, count this as **ONE** element. | N3.2 |
| 3. Condition | 1 2 3 | PEX | ◦ Refer to the guidebook for the general “condition” definition.  ◦ Are attaching hooks closed? Rust or worn parts? Operational? Functionally sound?  ◦ Be sure to test the security of each item by touching and shaking to ensure the hanging element is secure, safe, and functional.  ◦ Do not assess graffiti in this category.  ◦ 3= completely functional; for rust, may be minimal, can play on it without contact with rust.  ◦ 2= partial functioning (e.g., rust and some worn parts OR some of the things to hang from are not functional); for rust, come into contact with rust when using it.  ◦ 1= lack of function across all or most of the things to hang from (e.g., hanging element is broken and loose, not secure to rest of play set). | N3.1-a,b,c,d |
| 4. Cleanliness | 1 2 3 | NATE | Refer to the guidebook for the general “cleanliness” definition. |  |
| 5. Height off ground | 1 2 3 |  | average; < 4 ft, 4-8 ft, >8 ft |  |
| 6. Material | Metal Wood  Rope Plastic |  | Circle all that apply |  |
| 7. Ground surface material | Mulch/wood chip  Asphalt Felt Grass Gravel Rubberized  Sand Wooden |  | ◦ Circle predominant type.  ◦ **Felt** has the consistency of a miniature golf course. |  |
| 8. Moveable rings/ things to hang from | Yes No |  |  |  |

**Park Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**P. Athletic fields and other recreation areas**

**1. Presence and number; if none present, end observation**

**\*\*\* If 2 or more different types of athletic fields share a field, count the predominant field only considering the function. \*\*\***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type** | **Presence** | **Number** | **Notes** | **Pictures** |
| 1. Badminton nets | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P2, Athletic fields. |  |
| 2. Baseball/softball fields | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P2, Athletic fields. |  |
| 3. Batting cages | Yes No | Number \_\_\_\_\_\_ |  |  |
| 4. BMX track | Yes No | Number \_\_\_\_\_\_ |  |  |
| 5. Bocce ball | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P2, Athletic fields. |  |
| 6. Basketball courts | Yes No | Number \_\_\_\_\_\_ | ◦ Count each court, not basketball hoops. ◦ Rate in Section P3, Athletic courts. |  |
| 7. Corn hole (Bean bag toss game) | Yes No | Number \_\_\_\_\_\_ |  |  |
| 8. Cross-country ski trails (marked) | Yes No | Number \_\_\_\_\_\_ |  |  |
| 9. Driving range | Yes No | Number \_\_\_\_\_\_ |  |  |
| 10. Football/rugby fields | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P2, Athletic fields. |  |
| 11. Frisbee golf course | Yes No | Number \_\_\_\_\_\_ |  |  |
| 12. Golf course | Yes No | Number \_\_\_\_\_\_ |  |  |
| 13. Handball court | Yes No | Number \_\_\_\_\_\_ | ◦ Can have 1, 3, or 4 walls; similar to racquetball court (approx. 20 ft X 34 ft.)  ◦ Rate in Section P3, Athletic courts. |  |
| 14. Horseshoe pits | Yes No | Number \_\_\_\_\_\_ | **◦**Must have a post to count each pit; count each pit as 1 pit. |  |
| 15. Miniature golf | Yes No | Number \_\_\_\_\_\_ |  |  |
| 16. Ropes courses | Yes No | Number \_\_\_\_\_\_ |  |  |
| 17. Shooting ranges (archery/firearm) | Yes No | Number \_\_\_\_\_\_ |  |  |
| 18. Shuffleboard | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P3, Athletic courts. |  |
| 19. Skate areas (roller, board) | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P4, Skate areas. |  |
| 20. Soccer fields | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P2, Athletic fields. |  |
| 21. Tennis courts | Yes No | Number \_\_\_\_\_\_ | ◦ Must have designated ground surface & poles; could put up net if not present.  **◦** Rate in Section P3, Athletic courts. |  |
| 22. Volleyball courts | Yes No | Number \_\_\_\_\_\_ | ◦ Must have designated ground surface & poles; could put up net if not present.  ◦ Rate in Section P3, Athletic courts. |  |
| 23. Athletic track | Yes No | Number \_\_\_\_\_\_ | **◦** Rate in Section P3, Athletic courts. |  |
| 24. Indoor recreation center/facility | Yes No | Number \_\_\_\_\_\_ |  |  |
| 25. Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | Yes No | Number \_\_\_\_\_\_ |  |  |

**P. Athletic fields and other recreation areas**

**2. Athletic fields ONLY**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Ground condition | 1 2 3 | PEX | ◦ Consider each field individually and average rating.  ◦ Consider:  -- weeds and patches of grass where dirt should be OR dirt where grass should be  -- piles of leaves or rocks that inhibit playing  -- continuous surface or easy to trip on  -- hard-packed and uncomfortable to fall on  ◦ **NOTE** in this rating, do not consider if the field has been dragged recently.  ◦ 1= Poor quality; dirt/grass not where it should be; uneven/treacherous ground surface, lots of spots in which ankles could be twisted, lack of necessary components.  ◦ 2= adequate quality; components are present; some imperfections in ground surface(e.g., few uneven aspects, weeds in less used parts of fields)  ◦ 3= excellent condition | P2.1-a,b,c |
| 2. Cleanliness | 1 2 3 | NATE | ◦ Refer to the guidebook for the general “cleanliness” definition.  ◦ In this category, do not take dirt and graffiti into consideration.  ◦ Consider **man-made litter** - any debris or litter that is on the field. |  |
| 3. Drainage | 1 2 3 | NATE | ◦ Consider any pitch to field or visible drainage system.  ◦ 1= No drainage. Look to see if bowl shaped and will collect water on the playing field. Also consider the field placement. Is it at the bottom of a hill where all water will drain? Doesn’t need dramatic bowls, can be just completely flat  ◦ 2= Slight pitch. The field will be wet but will slowly drain to the sides of the field leaving the middle of the field to dry first.  ◦ 3= Visible drainage or pitch that causes the water to drain off the surface. Generally pitch occurs in middle of field, subtle elevation that slopes to sides. | P2.3 |
| 4. Playground presence | Yes No  **if no skip next question** |  | Needs to be directly accessible from field, but no or few obstructions |  |
| 5. Playground proximity | 1 2 3 4 5 | PROX | ◦ Determine which field is closest to the playground.  ◦ Estimate playground proximity from the field that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 6. Parking proximity | 1 2 3 4 5 | PROX | ◦ Determine which field is closest to the parking lot.  ◦ Estimate parking lot proximity from the field that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 7. **Most** (> 50%) striped/lined | Yes No N/A |  | ◦ To be rated "yes," the field does not have to be freshly and cleanly marked.  ◦ This is not a rating of quality but a rating of existence.  ◦ “**Yes”** = partially lined or shows that it has been lined recently (e.g., remnants of lines).  ◦ **"No"** =field is not partially lined. There are no remnants of a line there. | P2.6 |
| 8. Open restrooms | Yes No  **If no, skip next question.** |  | Must be in close enough proximity that individuals using the field know the restroom exists. |  |
| 9. Restroom proximity | 1 2 3 4 5 | PROX | ◦ Estimate restroom proximity from the field that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 10. Seating availability | Yes No  **If no, skip next question.** |  | ◦ Must be facing the field(s)  ◦ Include any seating that may be for specified for players (e.g., benches in dug-outs) |  |
| 11. **Most** covered/ shaded seating? | Yes No |  |  |  |
| 12. Functional drinking fountain | Yes No |  | ◦ Must be in sight from the athletic field.  ◦ Consider any impediments between drinking fountain and field (e.g., another active area, street).  ◦ If the drinking fountain is in sight from the play field, but it is not functionally near, select no. |  |
| 13. Perimeter | 1 2 3 | NOAL | ◦ Refer to the guidebook for the general “perimeter” definition.  ◦ **Functional rating**: Perimeter's role is to prevent action from the playing field from interfering with other areas of the park and vice versa. Focus on this role that the perimeter plays within interactions of the different areas of the park versus the way it affects those using the playing field.  ◦ First rate the perimeter of each individual field.  ◦ Different types of fields will call for different amounts of perimeter to be rated as adequate.  ◦ A soccer field may have fencing on one side that separates it from an active play area. This would be rated as a 3.  ◦ A baseball field may be enclosed but have too low of fences to serve as adequate perimeter and therefore be rated as a 2.  ◦ Consider the field placement holistically within the park. Is it secluded from other areas of the park or right next to other active areas?  ◦ Once you have rated each individually, give an overall rating.  ◦ 1= Lack of perimeter  ◦ 2= Perimeter exists, but it might not all serve a functional purpose  ◦ 3= All perimeter is adequate and functional. |  |
| 14. Concessions/ vending | Yes No |  | ◦ Must be close enough in proximity that individuals using the fields know the concession stand or vending machines exist.  ◦ Rate as present if building has concession window (does not have to be open), **OR** vending machines are on. |  |
| 15. Components present? | Yes No |  | ◦ To rate as "yes" the following must be present on the respective fields:  - **Soccer fields:** soccer nets  - **Baseball/Softball fields:** home plate and a backstop (note: other bases do not have to be present for this rating)  - **Football fields:** goal posts  For N/A: e.g. bocce ball, handball – where play items are reasonably brought by the players. Only use if not rating soccer, baseball or football fields. |  |
| 16. Trash cans | Yes No |  | Must be near athletic field either by the available seating (if applicable), by the perimeter of the field (if applicable), or in some general area where individuals using the athletic field or watching those on the field would have **easy access** to deposit their garbage. |  |
| 17. Lighting | Yes No |  | The presence of **any** artificial lighting at **any athletic field** that would allow use of the element at night. |  |

**P. Athletic fields and other recreation areas**

**3. Athletic courts ONLY**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Surface condition | 1 2 3 | PEX | ◦ Refer to the guidebook for the general “condition” definition.  ◦ Do not rate the surface material as being in good or bad condition – consider if it is in **functionally good or bad condition**. (i.e.,a basketball court with good quality cement squares but uneven separation does not rate well functionally as a continuous basketball court surface).  ◦ 1= non-functional (e.g., cracked asphalt and/or raised ridges; anything that makes a surface uneven), children are not able to play on surface without fear of tripping or twisting an ankle.  ◦ 2= some cracks etc but still functional  ◦ 3= excellent condition, very few cracks | P3.1-a,b,c,d |
| 2. Playground presence | Yes No  **if no skip next question** |  | Playground has to be <25 feet from nearest field (or <100 feet within sight of the field) |  |
| 3. Playground proximity | 1 2 3 4 5 | PROX | ◦ Determine which court is nearest to a playground.  ◦ Estimate playground proximity from the court that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 4. Parking proximity | 1 2 3 4 5 | PROX | ◦ Determine which court is nearest to a parking lot.  ◦ Estimate parking lot proximity from the court that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 5. **Most** (> 50%) striped/lined | Yes No  **If no skip next question.** |  | ◦ To be rated "yes," the court does not have to be perfectly marked.  ◦ This is not a rating of quality but a rating of existence.  ◦ **“Yes”** = partially lined or there are remnants of lines  ◦ **"No"** = indicates that the court has zero lines/marks on it. |  |
| 6. Striping/line condition | 1 2 3 | PEX | ◦ 1= Poor quality lines that cannot be seen easily. Lines are incomplete making the court difficult to use.  ◦ 2= There are some imperfections in the lining, but the court is still usable.  ◦ 3= Excellent condition. The lines do not have to be brand new. To be rated as a 3, there need to be very few imperfections. | P3.5-a,b |
| 7. Open restrooms | Yes No  **If no skip next question.** |  | Must be close enough in proximity that individuals using the courts know the restrooms exist. |  |
| 8. Restroom proximity | 1 2 3 4 5 | PROX | ◦ Determine which court is nearest to a restroom.  ◦ Estimate restroom proximity from the court that is the shortest distance away.  ◦ Estimate distance based off a walking route people would use to get from A to B.  ◦ Do not have to walk on designated path, can cut through grass, but not jump fences. |  |
| 9. Seating availability | Yes No  **If no skip next question.** |  | ◦ Must be facing court.  ◦ Seats do not have to be designated as seats for the courts, but parents need to be able to watch their children playing on the courts from those seats in order to be rated as present. |  |
| 10. **Any** covered/ shaded seating? | Yes No |  |  |  |
| 11. Functional drinking fountain | Yes No |  | ◦ Must be in sight from the athletic court.  ◦ Take into consideration any impediments to getting to the drinking fountain from the athletic court (e.g., another active area, street).  ◦ If the drinking fountain is in sight from the court, but it is not functionally near, select no. |  |
| 12. Perimeter | 1 2 3 | NOAL | ◦ **Functional rating**: Perimeter's role is to prevent action from the playing court from interfering with other areas of the park and vice versa. Focus on this role that the perimeter plays within interactions of the different areas of the park versus the way it affects those using the playing field.  ◦ First rate the perimeter of each individual court.  ◦ Different types of fields will call for different amounts of perimeter to be rated as adequate.  ◦ For example, a basketball court may have fencing on one side that separates it from an active play area. This would be rated as a 3.  ◦ Whereas a tennis court may be enclosed but have too low of fences to serve as adequate perimeter and therefore be rated as a 2.  ◦ Also, consider the court placement holistically within the park. Is it secluded from other areas of the park or right next to other active areas?  ◦ Once you have rated each individually, give an overall rating:  ◦ 1= Lack of perimeter  ◦ 2= Perimeter exists, but it might not all serve a functional purpose  ◦ 3= All perimeter is adequate and functional. |  |
| 13. Concessions/ vending | Yes No |  | ◦ Must be close enough in proximity that individuals using the courts know the concession stand or vending machines exist.  ◦ Rate as present if building has concession window (does not have to be open), **OR** vending machines are on. |  |
| 14. **All** adequate size? | Yes No |  | ◦ To be rated "yes":  **Basketball court**- full court available- does not have to be specific regulation dimensions  **Tennis court**- 78 feet long by 36 feet wide (estimate if it appears to be regulation size)  **Volleyball court**- 59 feet long by 26 feet and 6 inches wide (estimate if it appears to be regulation size) |  |
| 15. **All** components present? | Yes No |  | ◦ Basketball hoops, tennis courts, and volleyball courts must have functional nets.  ◦ Note **"no"** should be rated if nets are present but damaged **enough to hinder their function**. | P3.12 |
| 16. Trash cans | Yes No |  | Must be near athletic court either by the available seating (if applicable), by the perimeter of the court (if applicable), or in some general area where individuals using the athletic court or watching those on the court would have **easy access** to deposit their garbage. |  |
| 17. Lighting | Yes No |  | The presence of **any** artificial lighting at **any athletic court** that would allow use of the element at night. |  |
| 18. Signage for courts | Yes No  **If no, finished with section.** |  |  |  |
| 19. Noted on sign if court can be reserved? | Yes No |  |  |  |
| 20. Rules signage | Yes No |  | Usage rules, game rules, hours of operation |  |

**P. Athletic fields and other recreation areas**

**4. Designated Skate Areas ONLY (Don’t rate if signs prohibit children <12 years old)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | **Rating** | **Scaling** | **Considerations** | **Pictures** |
| 1. Surface condition | 1 2 3 | PEX | Standard condition |  |
| 2. Cleanliness | 1 2 3 | NATE | Consider ALL debris on surface or on features, whether man-made or natural. |  |
| 3. Ground surface material | Asphalt  Concrete Wood |  | Circle predominant type |  |
| 4. Structure – bowl | Yes No |  |  | P4.4 |
| 5. Structure – streetscape | Yes No |  |  | P4.5 |
| 6. Structure – half pipe | Yes No |  |  |  |
| 7. Ledges/rails | 0 1 2 3 |  | 0 = 0; 1 = 1-5 rails & ledges; 2 = 6-10; 3 = 11 or more  Both rails and ledges are the width of a skateboard or less.  A **rail** is raised off the surface by supports  A **ledge** is continuous from the surface, and has a 90 degree angle on at least 1 side | P4.7a and P4.7b |
| 8. Size | 1 2 3 |  | 1=<5 kids can skate at once; 2 = 5-10 kids; 3 = >10 |  |
| 9. Ramp grade/height variability | Yes No |  | ◦ Is there a range of difficulty in features to allow less experienced users to skate safely?  ◦ If not, then “No” |  |
| 10. Separation between different ramp grades /heights | Yes No |  | ◦ Are more difficult features separate from lower height/grade features? Are the paths of more experienced and less experienced users distinct with no overlap? Could a less experienced user skate safely?  ◦ If so, then “Yes” |  |
| 11. Parking proximity | 1 2 3 4 5 | PROX | ◦ The distance between skate park entrance and parking, measured as the shortest distance. Make sure you are estimating to the actual area individuals can park (e.g., if the only parking is along the road, make sure parking is permitted there; closest parking must be for the general public and include an adequate timeframe in which to park – more than 30 minute parking; can be fee parking). |  |
| 12. Open Restrooms | Yes No |  | ◦ Must be in sight from the skate area.  ◦ Must be functional to be rated as present.  If “no”, skip #13 |  |
| 13. Restroom proximity | 1 2 3 4 5 | PROX | Restrooms must be easy to get to; consider shortest distance to skate area. |  |
| 14. Seating availability | Yes No |  | <25 ft; must be facing the play area. If “no”, skip #15 |  |
| 15. Most seating covered/shaded | Yes No |  |  |  |
| 16. Drinking fountain | Yes No CBD |  | ◦ Must be in sight from the skate area.  ◦ Must be functional to be rated as present.  ◦ Take into consideration any impediments to getting to the drinking fountain from the skate area (e.g., another active area, street).  ◦ If the drinking fountain is in sight from the skate area, but it is not functionally near = "No". |  |
| 17. Perimeter | Yes No |  |  |  |
| 18. Concessions/vending | Yes No |  | ◦ Must be close enough in proximity that individuals using the skate area know the concession stand or vending machines exist.  ◦ Rate as present if building has concession window (does not have to be open), **OR** vending machines are on. |  |
| 19. Phone in working condition | Yes No |  | ◦ To rate as “yes,” must be in sight from the skate area.  ◦ Must be in working condition to be rated as present.  ◦ Take into consideration any impediments to getting to the phone from the skate area (e.g., another active area, street).  ◦ If the phone is in sight from the skate area, but it is not functionally near, then rate “No” |  |
| 20. Rules signage | Yes No |  |  |  |
| 21. Lighting | Yes No |  | Presence of any artificial lights (or the potential of) that would allow for use at night |  |
| 22. Rental availability | Yes No |  | ◦ Must be close enough in proximity that individuals using the skate area know rental availabilities exist.  ◦ Rate as present if rental information is visibly posted (rentals do not have to be currently available) |  |
| 23. Staffed | Yes No |  | Rate ‘yes’ also if signage indicates staffing hours |  |