**Guidebook for EAPRS Direct Observation Tool**

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**General Instructions**

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This tool is designed to allow for evaluation of the physical environment of parks and playgrounds.

**Preparing for park observation**

1. Be familiar with the observation tool and the definitions of elements and qualities/aspects

2. Things needed by observer:

* Street map of area
* Directions on how to get to park/playground
* Blank observation tool forms
* Clip board
* Pens
* Water
* Sun protection (e.g., sunscreen, hat, sunglasses)
* Comfortable shoes
* Compass

**Observation tool completion**

1. Be sure to provide an answer for each observation tool item, where applicable.

2. To ensure that ratings are made independently, do not communicate with other observers about your observations in general or about a specific park or playground.

**Observation strategies**

1. Walk all paths their full length, including sidewalks that border or cut into park (until you are outside the park).

2. Walk all paved trails their full length (or at least .5 miles).

3. Walk all unpaved trails their full length (or at least .5 miles).

4. If applicable, drive on all roads within the park or that border the park

5. If applicable, walk around and through all parking lots

6. Sit on representative benches, picnic tables, and other sitting features in a given area (on trails versus in park versus near playground); if differences among seating, try all of them; if move to a different area of park, try them.

7. Walk around the available perimeter of the park in the pocket and community parks

8. Take 360 degree views from each access point

9. If available, use park maps and visit each feature specified on map.

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# General Clarifications

## Double rating

# Proximities should be the only aspect that can be rated for more than a given element. For example, the same restrooms may be proximal to a trail and a playground and thus would receive presence and proximity ratings for these elements. However, the other aspects of these restrooms (e.g., cleanliness, condition) would only be rated once under restrooms. This includes trail exceptions.

Trail exceptions

Unlike the other major elements/areas, the sitting areas along trails will be rated separately from their counterparts within the rest of the park. Thus, if a bench, table, or other sitting element is identified as affiliated with a trail, then it should not be rated again in the overall park benches, tables, or other sitting elements. This does not apply to other aspects of the trails (phones, drinking fountains, restrooms, etc).

# General Definitions (in alphabetical order)

Listed below are the basic definitions of the elements and qualities that are used to rate specific park elements. If a specific element requires an additional explanation of the aspect in order to complete the element’s assessment, that definition is included in the following sections.

***Elements***

*Access point* – A distinct point or an area of entrance to a trail or path. Access points usually occur at the beginning or end of trails, but can occur in the middle. Access points often occur at transition points from other parts of parks (e.g., parking lots, roadways) and often have paths (either designated or user-made) leading up to them. Access points, similar to entrance points, are at least 100 feet apart from each other.

*Bollards/barriers* -- a series of short posts set at intervals to delimit an area (as a traffic island) or to exclude vehicles from traveling. Other examples of barriers may include oversized flowerpots or fencing.

*Bordering aesthetics* –consider the cleanliness, condition, fullness and color of the area immediately surrounding the element (within 50-100 feet radius around area).

*Entrance* – Similar to an access point, but is a distinct point or area of entry to a park. Entrances are often denoted by roadways (for larger parks), gates, or the beginning of pathways. Entrances should be at least 100 feet apart from each other.

*Event postings-* Event postings are any community events posted that may or not take place in the park.

*Landscaping* – Landscaping refers to trees, shrubs, flowers, etc that were seemingly planted or placed (e.g., open areas cleared around already existing trees, shrubs, etc) in the park by design. Thus, wooded areas are generally not considered landscaping.

*Lighting* – The presence or absence of artificial lighting (or its potential – light poles) that would allow use of the element at night.

Meadow - Land in, or predominantly in, grass; a tract of moist low-lying, usually level, grassland. Trees are not usually found in meadow areas, and the grass in meadow areas is much taller than that of an open space or mowed area. Meadow areas can be protected areas that parks designate as off-limits to the public, to protect the habitats of the animal or plant species that reside in that area.

*Open space* – Open space refers to non-tree, non-meadow, and non-parking areas that are not merely buffers between different park facilities. Open space must be able to be functional for recreation (e.g., Frisbee playing, tossing a ball, flying a kite) and is generally larger than 50 by 50 feet. Open space is not obstructed by man-made objects (e.g., art, benches) and natural elements should not substantially interrupt the space (e.g., rows of bushes). Open space is also not delineated (not marked or lined) for any specific use, as are athletic fields. When counting the number of open spaces in a park, focus on the overall function of the space; a path crossing a large open space would not necessarily interfere with activity in the larger space (this would count as one).

*Perimeter* – Perimeter is the border of a given area; perimeter is rated as present if there is a definitive structure or element (fencing, bushes/shrubs/tree line) that differentiates one area from another or contains an area. If areas appear to blend into each other or users from one area could easily encroach upon users from another area, perimeter is not present. Perimeter must enclosed most or all of a given area to be rated. Change in ground surface does not necessarily indicate perimeter (e.g., playground surface changes to open grass area).

*Path* – A path is a distinct and designated route with the primary function of linking elements within the park, may be paved or unpaved.

## Picnic Area - A picnic area is defined as where more than one picnic table, and at least one trash can, is grouped within 25 feet of one another.

*Trail* – A route used for walking, biking, rollerblading, running, etc. A trail is distinct from a path by its intent and predominant use. A trail is primarily intended for active recreation, whereas a path is intended to link different areas/functions of a park. Although a trail can link areas, this is not the primary intention or use of a trail.

*Views of outside park -* Views of outside park are to be rated only if there is elevation in the park, or if elevation exists relative to visible areas outside park.

## Wooded Areas - A wooded area is characterized by a dense growth of trees and underbrush covering a tract of land. The trees that occupy a wooded area are not ordered in a way that would suggest a man-made placement or landscaping.

***Qualities***

*Accessibility (water)* – how easily can the body of water be accessed? Consider grade to shoreline, how easy to touch water, obstructions on shoreline. A value of ‘3’ would indicate that it is easy to get to the water and to touch it at some point along the water edge; a value of ‘2’ would indicate that you can get to the water and touch it, but it requires some balance (e.g., due to steep slope) or considerable leaning; a value of ‘1’ would indicate that you essentially can’t touch the water without risking danger or falling in.

*Cleanliness* – the general aesthetic of the element; things that make elements less clean include graffiti or other writing, dirt, broken glass, lack of routine maintenance/cleaning (e.g., painting) and/or debris/litter. Cleanliness is generally not a matter of functionality and usually could be corrected relatively easily with appropriate maintenance. A value of ‘1’ indicates a very unclean element or one that appears to be poorly maintained (e.g., a lot of missing or peeled paint off of a painted element) or if the majority of the representatives of this element are poorly maintained. A value of ‘2’ suggests some lack of cleaning maintenance for an element or an approximate equal mixture of well and poorly maintained representatives of the element. A value of ‘3’ indicates mostly or all of the element representatives are in good aesthetic condition (free of dirt, debris, completely painted if applicable). A value of ‘3’ includes elements that have received gentle use. In other words, an element does not have to look brand new to receive a value of ‘3’ – some wear (e.g, shoe scuff marks, scratches from play) are to be expected. Also consider the type of debris/litter that is left behind. Only include natural debris such as leaves if there is an overabundance that shows lack of maintenance. DEAL BREAKERS-automatic rating of 1 if there is evidence of one of the following items: broken glass, condoms, non-tasteful graffiti (i.e., sexual in nature, swear words or explicit phrases), drug paraphernalia & possible other examples that would make it less likely that parents would let their children play there with those items present. Also 1= poorly maintained or very unclean with a high number level of “2” graffiti; 2 = not severe transgressions; a lack of maintenance, moderate amount of litter/debris, and innocent graffiti (i.e., "Sara was here," "Randy + Sandy = forever"); 3= mostly or all of the element is free of litter/debris & in good aesthetic condition. Note that beer cans and cigarette butts are not considered DEAL BREAKERS. Consider these items as any other type of litter.

*Comfort* – the general comfort of the sitting element. Considerations include the evenness of the seat surface material, the type of surface material itself, the presence/absence of back support, height of sitting element from the ground. Seat width should also be taken into account; it must be wide enough for an adult to sit on. A bench that is uncomfortable to sit in even for a short period of time or a bench without back support will generally receive no higher than a ‘2’ rating (PEX scaling). If an adult cannot sit on the element with ease or success then it would receive a rating of ‘1’.

*Condition* - the general state of an element; most condition assessments are element specific, but include missing or broken pieces, age of the element, rust, and/or evidence of vandalism(NOT GRAFFITI); anything that may compromise the operation of the element. For living elements (e.g., trees), condition refers to the seeming health or aliveness of it/them (PEX scaling); no rotting or wilting, foliage should be appropriate color, and should be pruned with no missing sections. A value of ‘3’ indicates completely functional and in good to excellent working condition for the element(s). A value of ‘2’ indicates partial functioning of an element or partial or lack of functioning of one or more of the elements if more than one representative of the element is present (e.g., 5 benches). A value of ‘1’ indicates lack of function for the element or all the representatives of the elements.

*Content* – one sign or piece of art can have multiple contents or these contents can be spread across multiple signs.

*Continuity* –the general continuity of the surface throughout the length of the path. Considerations include change in surface material, patched sections of path, or missing sections of paved path that are not also paved. A trail or path that has more than two surface materials would be considered a ‘no’ rating.

*Coverage/shade* –whether trees or other natural elements and/or man-made elements are or could provide shade/coverage to users to get out of the sun. Coverage must be directly over the element in order to be considered coverage. Coverage does not have to completely cover the element in order to be indicated, but needs to cover enough of the element so that the element could be used whole or in meaningful part and remain covered.

*Landscaping/grass-* Landscaping/grass to be rated in this section are only landscaping or grass elements that exist outside of wooded or meadow areas.

*Legibility* –the general readability of a sign, event posting, or map. Considerations include print size, e.g. how well can the print be read from 20 feet from the element?

*Linear versus loop* (trail quality) – a linear trail is a trail that begins and ends at different points regardless of the route that it takes; a loop trail is a trail that begins and ends at the same point (or within 100 feet of the same point) or that loops back to itself at some point along the way

*Obstructions* –these include trees, shrubs, and other things that intrude upon the trail; anything to reduce trail width. Park users could not easily move obstructions off the trail or easily walk around; do not include small twigs, rocks, or small areas of mud. Things such as large fallen trees or large boulders would receive a ‘1’ rating, while things such as empty trash cans or small trees roots would receive a 2.

*Openness/visibility* – the visibility of that element to/from other elements or seating areas around that element; things that are secluded and isolated by dense trees/shrubs and other elements would score low on openness/visibility.

*Percent lit* – refers to how much of the feature is lit by the man-made light sources that are available to illuminate the feature.

*Proximity* – the distance between two elements or areas, measured as the shortest distance unless otherwise specified. For example, the proximity of a trail to a bathroom would be the shortest distance between the trail and a bathroom, regardless of the length of the trail. Use common, everyday known lengths to assist with making the estimations. Some suggestions are:

Mini-van/large SUV – 17 ft.

Stride length (as measured from heal of one foot to heal of the other foot after taking a single step) – 2-4 ft.

Two-car garage door – width = 16 ft.

Football field – width = 160 ft.

*Smoothness* –the general state of the surface of the path; consider holes, cracks, and/or tree branches underneath a paved or unpaved path surface. Additional considerations for unpaved paths include the distribution or mulch/wood chips or gravel. An even distribution of these materials would score high on smoothness.

*Water taste/cleanliness* –how good does the water taste? Is it easy to distinguish any stray odors or tastes, such as sulfur or chlorine in the water? Does the water run clear when the fountain is turned on?

*Water coldness* –how cold is the water that runs when the fountain is turned on for 10 seconds?

*Water pressure* –how well does the pressure from the fountain push the height of the arc of water for a park user to drink from it?

*Width* –any time a width measurement is requested, always rate according to the average width of the element.

***Determining Park Existence & Ratability***

*Existence*

Park existence is determined by on-the-ground evaluations of parks provided by the enumeration lists. In order to be rated as existing, a park must meet one or more of the following criteria:

* An identifiable open space or wooded area at the identified location (based on address)
* Presence of signage identifying the park
* The presence of a bench or sitting area, playset, restroom, or other park amenities or features.
* The presence of trails (with or without marking or signage)

*Ratable*

A park may exist in an identified location but be un-ratable for the following reasons:

* Closed for construction or other reasons (indicated by a closed or locked gate or ‘keep out’ signage)
* A park that is closed for a portion of the day or week is still considered ratable
* Private park (indicated by a fence or signage)
* No access—most common in heavily wooded or swampy areas with no visible trails

***Evaluation of non-identified Parks in close proximity to assigned parks***

When doing park evaluations, keep an eye out for other parks in the area that may not be on rating list (depending on the size of the park and proximity to the office, it may make the most sense to evaluate the park & check park eligibility when back in the office). Make a note of the park name and address and when back in the office check name & address in database—be sure to search for parks in the same area under a different name.

**Study-Specific Protocol**

Finding park entrances:

* Can’t find entrance (but park seems to be there)
  + [rater] Drive perimeter streets:
    - Look for a formal park entrance
    - Look for trails or other informal entrances
  + [in-office] website or phone reconnaissance:
    - Check park & municipal websites for information (i.e. maps, a different address, pictures of the park or entrance)
    - Search Google ‘images’ by the park name
    - Search Google ‘maps’—street view (if available)
    - Search Google under street address & park name for general comments via community websites, blogs, sports leagues, etc.
* Park doesn’t seem to be there
  + [rater] Drive perimeter streets looking for potential parks
    - i.e. area with a bench or other amenities, landscaped area of any size (private or public), statue or other features, signs or plaques identifying park
  + [rater] Take pictures of any potential park & rate
    - If nothing is found in the field, flag for in-office follow-up (see steps above)

Park name doesn’t match list

If signage at the park does not match the name on the assignment list for that location rate the park as usual including the following steps:

* + [rater] be sure to make a note of:
    - The posted park name
    - The address or cross-streets at the park entrance
    - Any information regarding the municipality in charge of the park (i.e. city, county, state)
  + [in-office]
    - Review the master park list for the name posted at the park (more than one park name may be listed for one location)
    - Review maps for the location of the rated park based on the address of the entrance to determine if the rated park is adjacent to another park or the same park with a different name.
    - Record findings in comments in the master park list.

Example: ‘rated under ID#74321’

**EAPRS Protocol Appendix**

**Decision Rules & Clarifications**

*The following decisions (black text w/o highlighting) were made by consultation with the research team during park evaluations for the Neighborhood Impact on Kids (NIK) Project in San Diego & King Counties between November 2006 and August 2007.*

*Highlighted items were added during the assessment training of parks in King County for the NIK and TEAN projects in 2010.*

*Highlighted items were added during data collection of parks in King County for the NIK and TEAN projects in 2010.*

**Face Page**

* For pool admission, record fee for kdis
* Existence of the Park
  + For parks that are in the Thomas Guide but have no access (e.g. wilderness preserve):
    - briefly describe in ‘notes’ section
    - complete section J re; aesthetics
    - Enter ‘0’ for first item in all other sections
  + Parks that you can access, but have no features are still rated. Make sure to describe in notes section (ex: wetlands, Kiwanis preserve, etc.). Parks that are not accessible (closed, under construction, etc.) cannot be rated. Make a note of this in notes section and leave all other fields blank.
* If a park is unusual and difficult to code, add a brief description in ‘notes’ section. Ex: a small park in downtown Seattle that is cement with a few benches.

**SECTION A; Paved & Unpaved Trails**

*General Clarifications*

* Paved trails vs. Paths vs. Sidewalks: The best way to determine the difference is to think about function. Sidewalks are to move through the neighborhood, not necessarily through the park. Paths exist only to move between features. A trail does not function primarily to link elements, it is for recreational purposes.
  + Distinguishing between path and trail: Imagine if it wasn’t there. Would it be weird? If yes, it is most likely a path. If no, it is most likely a trail.
* Anything over 200ft can be considered a trail.
* Trail vs. Roadway through park; consider function and safety of the roadway. Are there bollards and barriers to keep walkers safe? If a roadway is counted as a trail, do not also double-count it as a roadway through the park.
* Only rate parts of a trail that are within a park—if the trail goes through the park and continues, only rate the part of the trail that goes through the park.
* If there is a “trail” made only by foot traffic and not intended by authorities to be a trail, and if it is not an offshoot of an existing unpaved trail, it does not need to be rated.
* Length of the trail will be determined by length reported on a trail map or other online sources for trail length.
* Golf Courses: Trails within a golf course will not be rated in ‘trails’ section. Exception: if a park/golf course includes a separate trail system not to be used for golfers or golf carts.
* Dog Parks: If there are established trails within the park, these will be rated in the ‘trails’ section. Parks with no trails will be rated similarly to ‘open spaces’.
* If a paved trail has an unpaved offshoot that is greater than 200 feet, rate it is an unpaved trail. There is no rating for offshoots on paved trails, so if the unpaved trail is not longer than 200 feet, it is not rated.

*Section-Specific Decisions*

* A.1.2: If you see a paved trail that is brick or cobblestone, code it as Asphalt (it is more similar to asphalt than it is to smooth concrete).
* A.1.7 Continuity on a trail: If you can get around the other material without going off of the trail, it is still continuous.
* A1.7 & A7.7: Continuity: Asphalt to concrete is ok and can be marked as yes. Asphalt to a dirt patch or gravel will be marked as no.
* A2.6 & A8.6, A2.10 & A8.10: **Distance Markings** are on the trail surface, content – distances are signs off the ground that show how far you’ve traveled.
* A.3.1 & A.9.1:
  + If a trail goes within 25 feet of seating, and it is possible to access seating from the trail, even if seating was built for other purposes, this seating is still be ratable in A.9
    - Don’t count bleachers that are <25 ft of the trail, count them in the bleachers section.
  + If you have multiple trails (paved, unpaved) that share the same benches or tables, only count the benches or tables for one of the trails (no repeated counts).
* A3.6 & A9.6: Tables can never get a ‘3’ rating for comfort – must have back support.
* A.4.4: Any barrier to the trail, regardless of intent (planter, holding up the land, etc.), is coded as a barrier.
* A.4.5: Steps in the trail vs. steps in the path to trail are coded independently.
* A5.2/A11.2: Playground presence: It doesn’t have to be a playset, it can be anything in section O (i.e. swings).
* A.5.10: Auto crossing on trail is defined as any place an automobile could cross the trail (boat launch, maintenance access, etc.)
* A5.11/A11.11: ‘All of trail separate from active areas’ – open space does not count as an “active” area.
* A.6.4 & A.12.4: There can be multiple trails within a park. Be careful not to count off shoots or paths. They must be at least 200 ft in length.
* A.6.6: Defining water features
  + On a trail: any water feature counts (including fountains, rivers, ponds, etc.)
  + As a free-standing water feature (section B3), it must be useable for water play. That may include a fountain if it is large enough and allows for wading.
* A.7.1: Boardwalk trail—this is rated as unpaved.

**SECTION B; Paths & Access**

* Only open/unlocked gates can be counted as access points.
* Paths do not have to be paved.
* B1.6: Flatness: don’t count stairs in rating.
* B2.4: Bollards/Other Barriers: A raised park with retaining wall can count as a barrier.

**SECTION C; Open Spaces**

* C.1: A dirt lot can count as open space.
* C.1: If a field is used for a specific sport (i.e. soccer, football, baseball, etc.) then it won’t also be counted as open space.
* C.1: Blacktop cannot be open space.
* C1.2: Open space separated by a path, doesn’t make 2, it is still one as long as there aren’t trees or light posts or other barriers.
* C1.9: Seating must be for the open space and pointing in that direction to be counted.

**SECTION D; Water Areas**

*General Clarifications*

* Regarding double rating of features; if the beach is within a park, it should be rated only in the beach section with related features. In this case rate only things that are: 1) on the beach or within the specified distance, and 2) not contained in a rating for another park.
* If the beach is a stand-alone park, we should use the whole tool to rate all features.

*Section-Specific Decisions*

* D.1: Bay water counts as water area present.
* D.1.14&16/D.2.13: When there are no signs for fishing or swimming, assume it is allowed.
* D.2: Rate a river under streams and creeks.
* D.3: Pools and Spas (Jacuzzis): If a pool has a spa with it, rate the pool on its own and note that it has a spa (don’t rate the spa).
* D.3: Still rate a pool even if you can only determine some of the features.
* D.3.14: A water polo net is considered a “water play feature”.
* D.5: A beach that is rocky and not “swimmable” is not ratable.
* D.5.4: Accessibility & Condition: Lighting should not be considered.
* D.5.5: Beach sizes – sometimes beaches don’t correspond to sizing on tool. If this happens, think about square footage and rate accordingly.
* D.5.13:
  + A foot wash at a beach should count as a shower.
  + If you have to pay to use showers they do not qualify.
* D.5.15: Lifeguard stand in park, but not in place on beach is rated as ‘No’.
* D.5.16: Lifeguard Presence: Signs posted indicating dates, times lifeguards are present gets a ‘Yes’ even if it is the off-season.
* Courts on the beach (i.e. volleyball) will be rated in the court section (Section P).

**SECTION E; Eating & Drinking Features**

* E.1: If there are 4 drinking fountains grouped together or all in a row attached – count as 1.
* E.1 Drinking fountain child height: Needs to have a step, have different heights of drinking fountains, or be especially low.
* E1.8: Surround Landscaping: This is referring to around the fountain, not just anywhere in the park.
* E3: If there is a 50 ft x 50 ft area with tables scattered all around and 1 trash can on the edge, you would count this as 1 picnic area even though likely there would be different families at different tables.
* E.3: School lunch areas will be counted as picnic areas.
* E.3: Pavilion over tables would be counted as a covered picnic area, NOT pavilion. Do not double rate.
* E.4: Snack Shack would be included in vending rating- would not be able to rate the quality of food provided.
  + Also included in “vending” question in fields section (2/12/08 conference call with Brian)
* E.4.4: Must have food & drinks to count as a variety, not necessarily a variety of food.
* E.4.9: Water counts as a healthful choice.

**SECTION F; Facilities**

* F.1: Number of restrooms is counted as the number of buildings or port-a-potty clusters, not actual toilets.
  + 2 port-a-potties over 25 feet apart would be counted separately (2/12/08 conference call with Brian)
* F.1.6.: Restrooms must have soap + towels or hand sanitizer to earn full points.

**SECTION G; Educational/historical features**

* G.1 In memory of… signs - do not count regardless of if they are on a bench, plaque on the ground, or anywhere in the park.

**SECTION I; Landscaping**

* I.3: Anything that was planted purposefully and not just naturally growing counts as landscaping beds.

**SECTION J; General Aesthetics**

* J.3: If you are having difficulty deciding whether a neighborhood is residential or non-residential, here’s a rule of thumb from Brian:
  + If there is enough residential property in the area to make a difference, code as residential. This question is really to get at some aspect of ‘eyes on the park’, so if it is possible for a quantity of neighbors to watch the park, it is residential.
* J.2: Art can be murals, tiling, etc., not pictures kids colored and are posted in windows of a school, but any art that the school/park has done purposefully.
* J.2.3 Art Material: If there are 2 pieces of art and they are each something different (i.e. paint and metal) choose the one that is the largest.
* J.3.4 Adjacent road frontage: This is a safety question (protecting kids from running into the road) and also getting at access to the park from motor vehicles. Therefore, do not count a fenced-off section of the park as being road-adjacent.
* J.4: Trash cans attached to bus stops on side walks will be counted because they are available for those using the park.
* J.4: Any kind of trash can cover can be counted, even if it is a cover with a smaller hole in middle.
* J.4: Recycling bins count as trash cans.

**SECTION K; Access-Related Features**

* K.1: If at least one entrance has lighting, count all as having lighting.
* K.1: Don’t count entrances into a parking lot; count entrances into park features.
* K.2.10: Coverage would include an over-hang, or covered bike locker. Anything that would keep bikes dry in the rain would be counted ‘yes’.
* K.3: Lot is not required for ‘parking proximity’ questions throughout the tool. If there is no lot, it is the nearest parking (usually on the street).
* K.3: Parking lot attached to another organization, but is the only parking for the park will still need to be rated.
* K.3.8: Drop off location that designates buses only, does not count because not accessible to the public. Only if you are there on a weekend and a sign specifies buses only M-F can you count as a drop off.
* K.3.8: Drop off Locations: Out of the way of parking and traffic (i.e. loading zones or signs indicating drop off location).
* K4: Only rate sidewalks on the same side of the street as the park.
* K.4: If a sidewalk is totally obstructed due to construction, treat it as if it doesn’t exist.
* K.4: If a sidewalk is partially obstructed, only rate the accessible part.
* K.4.8: If there are no crosswalks leading to the park, however, there is a large bridge that crossed a freeway and street and emptied directly into park; this can be rated as a crosswalk.
* K.4.8: If no painted crosswalk sign exists into a park, but there is a *functional* cross going into a park (such as a dent in the sidewalk or a footbridge), code as “yes”.
* K.4.8: Crosswalks must have 2 parallel lines to be counted as a crosswalk.
* K.5: Roadways through park: These must have public access - Maintenance roads don’t count.

**SECTION L; Signs**

* L.1: Signs for playset ages, i.e. “Age 5-8 with parent supervision” counts as a rules sign.
* L.3: Marquees count as event postings.
* L.3 Event postings: Must be an actual event; examples include: sporting events, camps, clubs, music festivals, plays, movie nights.
  + “Enroll now” is not an event posting.

**SECTION M; Telephones**

* M.1: Indoor telephone (i.e. in a recreation center) can be counted as long as it is available to the public. (2/12/08 conference call with Brian)
* M.1: Call Box will be rated as a functional phone.