



# 2010 ADA Standards for Public Play Areas

## Worksheet: PSI-1008-EZ





This worksheet is based on the **2010 ADA Standards for Accessible Design** published by the U.S. Department of Justice on September 15, 2010 with an effective date of March 15, 2012 on all newly designed and constructed or altered State and local government facilities, public accommodations, and commercial facilities to be readily accessible to and usable by individuals with disabilities.

This worksheet is not a detailed list which guarantees accessibility. The purpose of this worksheet is to function as an easy guide that serves as an overview to Play Area accessibility. This guide does not represent all of the issues that may be involved with your project, site or play structure. This guide should present issues that may have gone unnoticed.

**1 Provide an Accessible Route to and within the Play Area:** The most basic and fundamental, but most often overlooked, of all the steps. It won't matter what you accomplish in the play area if you do not have an accessible route from where the public is coming from, be it a building, parking lot or walking trail to the play area. The accessible route must be 60" wide and slope less than 1:20 ratio. Ensure the safety surfacing selected for the Accessible Route within the Play Area is compliant with both ASTM F-1292 and ASTM F-1951. Ensure you are answering Yes before moving to step 2.   
  
**Sections: 301-309, 403-406, 1008.1-1008.2.6**

**2 Count the Ground Level Play Components:** A Ground Level Play Component [GLPC] is a component that is both accessed and exited from the ground level. Write the value in box **B2**. Examples of GLPC's are: Swings, Toss-Up, Play Panels, EZ-Diggers, Merry-Go-Rounds and PlayWebs.   
**Sections: 240.2.1, 1008.4**

**3 Count the Type of Ground Level Play Components:** Types of GLPC's are broad categories based on function or play activity. Write the value in box **B3**. Examples of GLPC types are; Sliding, Rocking, Balance, Audio Activities, Fine Motor Skill Panels and Imaginary Play Panels   
**Section: 240.2.1**

**4 Ensure One of Each Type of Ground Level Play Components is Over Accessible Surfacing or Along an Accessible Route:** If your Play Area utilizes an accessible resilient surfacing, then the answer is yes and you can move to step 5. If you Play Area utilizes an accessible route or path inside the play area (eg tile pathway over sand surfacing), ensure one of each type of GLPC identified in Step 3 is located along the accessible path to answer yes and proceed to step 5   
  
**Section: 240.2.1**



**5 Count the Elevated Play Components:** An Elevated Play Component [EPC] is a component that can be accessed from an elevated platform and exited from either another platform or the ground level. Examples of EPC's are: swinging bridges, crawl tunnels, slides and various climbers.   
**Section: 240.2.2**

**6 Determine the Ground Level Requirements:**  
In addition to the "One of each type of the GLPC are required to be along an accessible route" you must also provide a certain number and type of GLPC per the following chart.  
A) Take the number of EPCs written in **B5** and underline the proper range in the green column.  
B) Moving from left to right, circle the minimum number of GLPC's in the orange column and the minimum types of GLPC's and compare the number in the orange column to the value written in **B2**. The number in **B2** must be greater or equal to the value circled in the orange column. If not **STOP** and add additional GLPC's.  
C) Moving to the right, circle the minimum types of GLPC's in the purple column and compare the number in the purple column to the value written in **B3**. The number in **B3** must be greater or equal to the value circled in the purple column. If not **STOP** and swap out and/or add additional types of GLPC's. **Section: 240.2.1.2**

Table 240.2.1.2 Number and Types of Ground Level Play Components Required to be on Accessible Routes

Number of Elevated Play Components Provided	Minimum Number of Ground Level Play Components Required to be on an Accessible Route	Minimum Number of Different Types of Ground Level Play Components Required to be on an Accessible Route
1	Not applicable	Not applicable
2 to 4	1	1
5 to 7	2	2
8 to 10	3	3
11 to 13	4	3
14 to 16	5	3
17 to 19	6	3
20 to 22	7	4
23 to 25	8	4
26 and over	8, plus 1 for each additional 3, or fraction thereof, over 25	5

**7 Determine the Minimum Number of Elevated Play Components:** Take the value written in **B5** and divide that number by 2. Round the number up to the nearest whole number and write that value in **B8**. This is the minimum number of elevated play components that are required to be positioned along an elevated accessible route.   
**Section: 240.2.2**

**8 Access by Transfer Station:** If the value written in **B5** is equal to or greater than 20, skip to step 9. Provide access to the elevated accessible route by means transfer station or wheelchair ramp. You must then provide elevated access equal to or greater than value written in **B8**. Move or add additional EPCs along the accessible route to finish creating an Accessible Play Area.   
  
**Section: 240.2.2, 1008.3**

**9 Access by Wheelchair Ramp:** Wheelchair ramps are the preferred method of access. If the value written in **B5**; is equal to or greater than 20; then you must employ a wheelchair ramp as your main access to a play structure. An elevated accessible wheelchair route must provide access to at least 25% of the elevated components. An accessible route, be it by transfer station or wheelchair ramp must provide access to another 25% of the EPCs so that at least 50% of the EPCs are along an elevated accessible route. Once you have successfully answered yes to this step, you are finished and have created an Accessible Play Area. 