

Welcome to the AccessibilityOnline Webinar Series



A collaborative program between the
ADA National Network and the
US Access Board



The Session is Scheduled to begin at 2:30pm Eastern Time
We will be testing sound quality periodically

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Slide 1

Accessible Play Areas



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Presenters

U.S. Access Board



Bill Botten



Peggy Greenwell

Slide 3



SESSION AGENDA

- Application of ABA and ADA Standards
- Play Area Terminology
- Ground Level Play Components and Accessible Routes
- Elevated Play Components and Accessible Routes
- Play Component Accessibility
- Soft Contained Play Structures
- Questions

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Slide 4

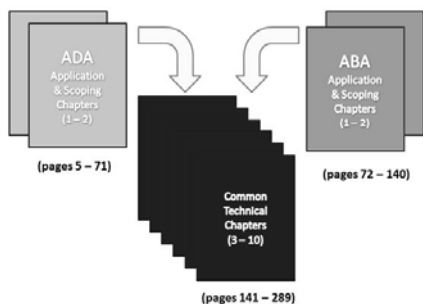
New ADA and ABA Standards



- Based on the Board's ADA-ABA Guidelines (2004)
- Revised 1991 ADA Standard (ADAAG and UFAS)
- Earlier supplements added – including “Play Areas and other Recreation Facilities”

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2004 ADA/ABA Accessibility Guidelines



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Architectural Barriers Act (ABA) Accessibility Standards



- Buildings and facilities constructed or altered or leased on behalf of the federal government
- Where?
 - employee day care centers, federal parks, other Federal leased facilities
- Play area accessibility guidelines effective May 8, 2006 - GSA



Current ADA Standards



Option:
DOJ's 2010 standards
(mandatory March 15, 2012)
OR
DOJ's 1991 standards
(until March 15, 2012)



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What Standards Apply to Existing ADA Facilities?

- Title II — Program accessibility
- Title III — Readily achievable barrier removal

*For more information, contact DOJ @ 800
514-0301*

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Safe Harbor – Existing Facilities

- Elements that comply with 1991 Standards do not need to be modified to meet the 2010 Standards unless those elements are altered on or after March 15, 2012.
- Safe Harbor does not apply to elements in existing facilities that were not subject to specific requirements in the 1991 Standards

For more information, contact DOJ @ 800 514-0301

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Elements in 2010 Standards Not Subject to Safe Harbor

- | | |
|---|---|
| (A) Residential facilities and dwelling units | (I) Saunas and steam rooms |
| (B) Amusement rides | (J) Swimming pools, wading pools, and spas |
| (C) Recreational boating facilities | (K) Shooting facilities with firing positions, |
| (D) Exercise machines and equipment | (L) Miscellaneous. |
| (E) Fishing piers and platforms | (1) Team or player seating |
| (F) Golf facilities | (2) Accessible route to bowling lanes |
| (G) Miniature golf facilities | (3) Accessible route in court sports facilities |
| (H) Play areas | |

For more information, contact DOJ @ 800 514-0301

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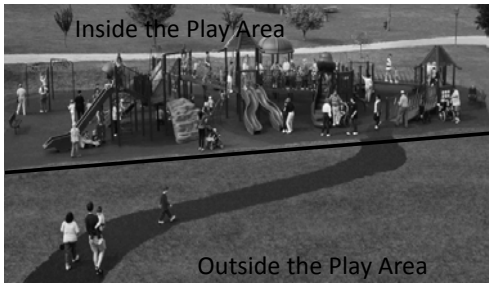
Online Guidance

www.access-board.gov/ada/



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Play Area Guidelines



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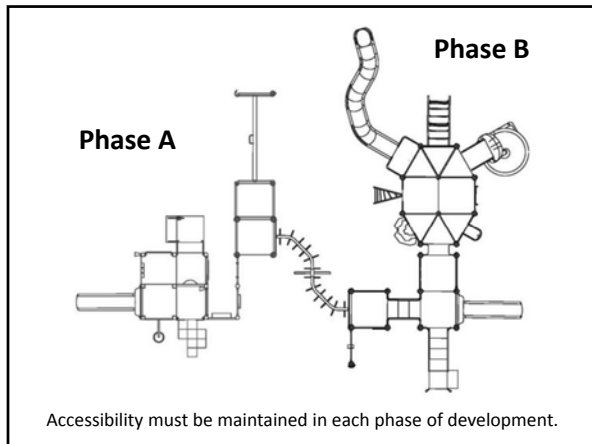
The play area guidelines do not apply to:

- Play areas designed for children under 2 years old
- Family childcare facilities where the proprietor resides
- Amusement attractions
- Religious entities

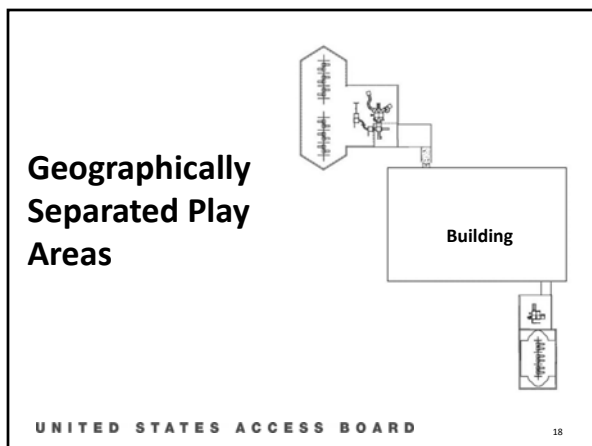




Building Play Areas in Phases







Alterations vs. Maintenance

Normal maintenance activities such as replacing worn “S” hooks or topping off ground surfaces are not considered alterations.



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Alterations

- Actions that affect, or could affect, the usability of the play area.



- Examples include removing a climbing play component & replacing it with a spring rocker, or changing the ground surfacing.



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Alterations

Additional Requirements

- When altering a “primary function area”
 - Area altered must be in compliance with ADA or ABA Accessibility Standards
 - Provide “path of travel” to the altered area
- 20% Disproportionate Rule



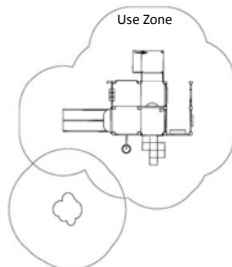
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Moving components to create safe use zones

- **USE ZONE** - Ground level area beneath and immediately adjacent to a play structure or piece of equipment that is designated for unrestricted circulation around the equipment.

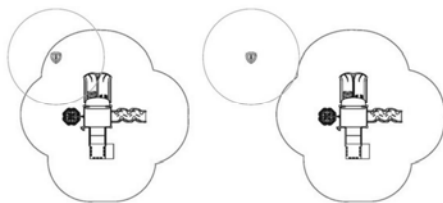
- It is predicted that a user would fall and land or exit the equipment on the surface of the use zone.



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Moving components to create safe use zones



- Guidelines do not apply where ground surface is not changed or extended more than one use zone.

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When altering the play component...not the surface



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Replacing the entire ground surface...



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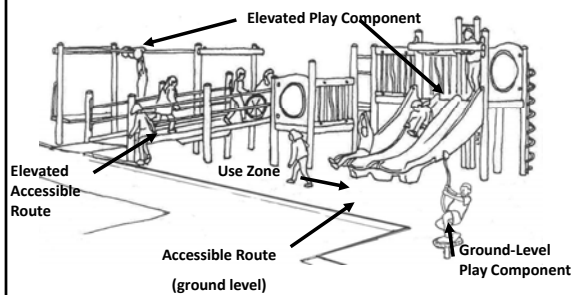
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Play Area

- Contains play components
- Designed and constructed for children



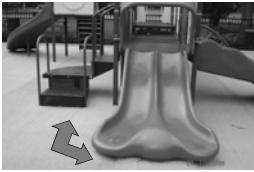
Play Area Terms



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Accessible Routes

- Route designed to provide access for individuals with disabilities
- Connects all entry and exit points of accessible play components



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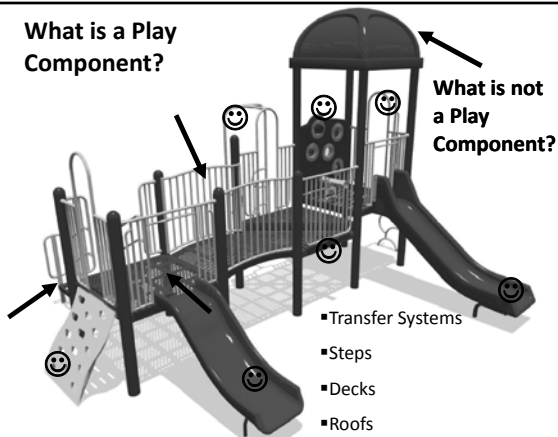
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What is a Play Component?

A play component is an element designed to generate specific opportunities for play, socialization, and learning.



What is a Play Component?



Ground level play components

Approached and exited at ground level



Elevated play components

- Approached from elevated level
- Attached to composite play structure
- Components (counted once)



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Determining Ground or Elevated

Ground-Level Play Component



Elevated Play Component



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Play Types

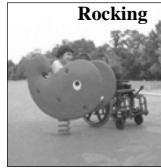
Identified by the experience the play component generally is designed to provide



Climbing



Spinning



Rocking

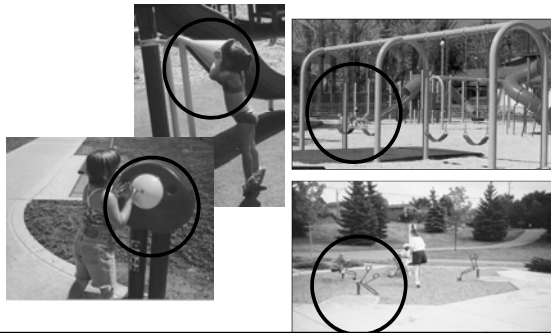


Rocking

Swinging

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Ground-level Requirement One of Each Type



Ground-Level Requirements



More than one — integrated in the play area



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Minimum number based on the number of elevated play components provided

Number and Types of Ground Level Play Components Required to be on Accessible Route

Number of Elevated Play Components	Min. Number of Ground Level Components Required to be on Accessible Route	Min. Number of Different Types of Ground Level Components Required to be on 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
More than 25	8 plus 1 for each additional 3 over 25, or fraction thereof	5

- Minimum quantity of ground-level play components

- Minimum number of different types

Ground Level Accessible Routes



- Surface
- Clear width
- Clear width reductions
- Changes in level
- Running Slope
- Cross Slope
- Openings
- Protruding Objects

Accessible Surfaces

Accessible ground surfaces must comply with ASTM F 1951-99.



Includes accessible routes, clear floor or ground spaces, and turning spaces

Accessible Surfaces located in the Use Zone

If located within the use zone, the accessible ground surfaces must also be impact attenuating (ASTM F 1292-99 or 04)



Surface inspection and maintenance

Accessible ground surfaces must be inspected and maintained regularly & frequently to ensure continued compliance with ASTM F 1951-99.



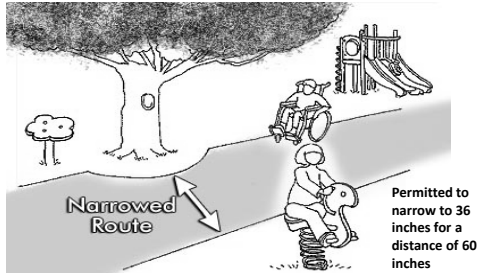
Ground-level Accessible Route



Clear width 60 inches minimum

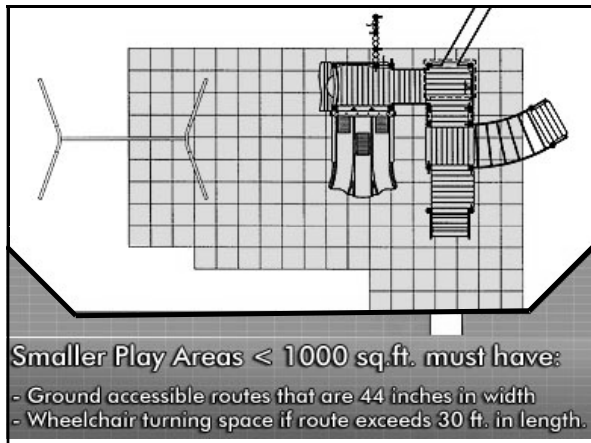
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Clear width reductions



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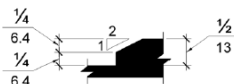
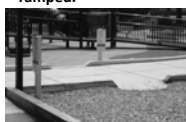
Changes in Level

Changes in level of 1/4 inch high maximum permitted to be vertical.



Changes in level between 1/4 inch high minimum and 1/2 inch high maximum to be beveled with a slope not steeper than 1:2.

Changes in level greater than 1/2 inch high must be ramped.

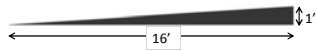


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Running Slope



1:16

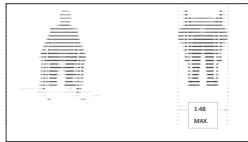


Maximum 1:16
running slope on
ground-level
accessible routes



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Cross Slope



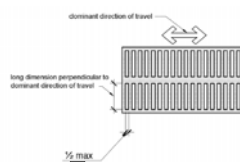
- **Cross slope of ground level route must not be steeper than 1:48.**
 - Cross slope is the slope of the surface perpendicular to the direction of travel.
 - Cross slope is measured the same way as slope is measured (i.e., the rise over the run).

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Openings

Openings in floor or ground surfaces shall not allow passage of a sphere more than 1/2 inch diameter. Elongated openings shall be placed so that the long dimension is perpendicular to the dominant direction of travel.



Protruding Objects

- At ground level, objects may not protrude into the 60-inch wide space of an accessible route up to or below the height of 80 inches, measured above the accessible route surface.
- Applies only to the 60-inch ground level accessible route, and is not required for the entire play area.



Elevated Play Component Requirements

At least 50% of the elevated play components must be on an accessible route.



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Minimum Number of Elevated Components

50% of all elevated play components in a play area must be reached by an accessible route



Less than 20 elevated components: ramp and/or transfer = 50%



20 or more elevated components: 25 % ramp + 25% ramp and/or transfer = 50%

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Providing Ramp Access to 50% of the Play Components

No additional ground level components required



Elevated Accessible Routes

- Ramps



- Transfer Systems



Elevated Accessible Route Width

- 36-inch minimum clear width
- Exceed where possible
- Some reductions permitted



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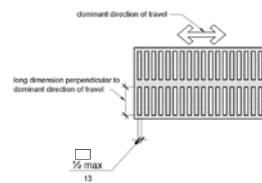
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32-inch narrowed width permitted for 24-inch length to accommodate features in the composite structure



Openings

- Shall not allow passage of a sphere more than 1/2 inch diameter
- Elongated openings shall be placed so that the long dimension is perpendicular to the dominant direction of travel.
- Opening criteria only applies when elevated access is by ramp



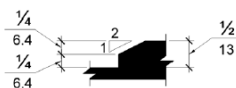
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Changes in level between 1/4 inch high minimum and 1/2 inch high maximum must be beveled with a slope not steeper than 1:2.

Changes in level greater than 1/2 inch high must be ramped.



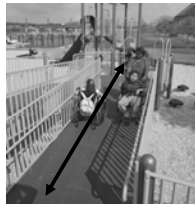
Ramps



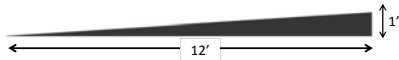
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Running Slope



Maximum running slope for ramps on elevated accessible routes = 1:12



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Ramp Rise

Rise of a ramp is the amount of vertical distance the inclined or slanted surface ascends or descends.

Maximum 12 inch vertical rise




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Handrails


- Continuous within the full length of the ramp run
- Gripping surfaces with a circular cross section must have an outside diameter of 0.95 in. min. and 1.55 in. max.
- No extensions required



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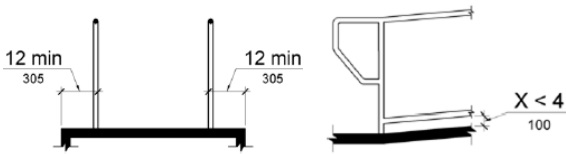
Handrails

- Top of handrail gripping surfaces must be 20 in. min. and 28 in. max. above the ramp surface.
- Clearance between handrail gripping surfaces and adjacent surfaces = 1 1/2 in. min.



Edge Protection

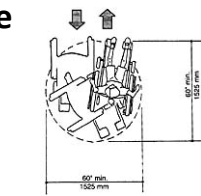
- Edge protection – extend deck 12 inches minimum OR provide a curb/barrier within 4 inches of ramp surface

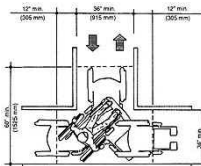
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Turning Space

- Turning or maneuvering space is defined as the space required for a wheelchair to make a 180-degree turn.



- At least one turning space must be provided on the same level as elevated play components.



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Landings

- Level landings required at the top and bottom of elevated ramps
- If ramps change direction = 60 in. by 60 in. min.
- As wide as the ramp leading to it & 60 inches minimum in length



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Cross Slope

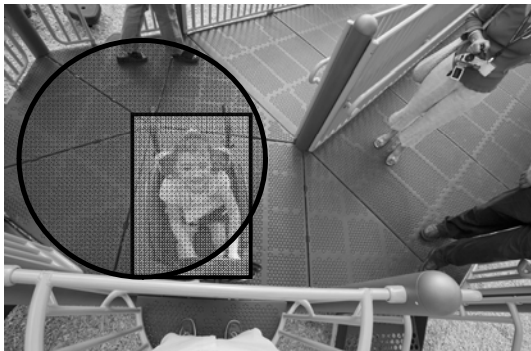


- Cross slope of ramp runs must not be steeper than 1:48.
 - Cross slope is the slope of the surface perpendicular to the direction of travel.

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Turning Space, Landings, and Clear Floor or Ground Spaces may overlap



Transfer Systems

- Transfer platforms
- Transfer steps
- Transfer supports
- Clear floor or ground space



Less than 20 Elevated Play Components

May use a transfer system, instead of ramps, to connect at least 50% of the elevated components



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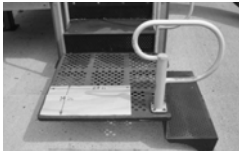
Transfer Systems

- Consists of a transfer platform and transfer steps
- Individual transfers, or “bumps” or crawls up and down to access play components



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Transfer Platform



Where it is expected that an individual would transfer onto the play structure and leave behind their wheelchair or mobility device

- 14 in. deep X 24 in. wide minimum
- 11– 18 in. above the floor or ground surface
- 24 in. side to be unobstructed



Transfer Steps

- 14 in. deep by 24 in. wide minimum
- 8 in. maximum height



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Transfer Supports

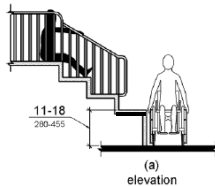


A means of support must be provided

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Clear Floor and Ground Space

Adjacent to platform



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Transfer System Design

Limiting the distance required for movement

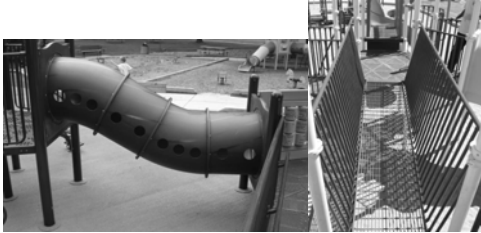


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Connected Elevated Play Components

- Where transfer systems are used...
 - Elevated play components may connect other elevated play components
 - Care must be taken



Accessible Play Components



- Clear floor or ground space
- Entry points and seats
- Play tables
- Reach ranges

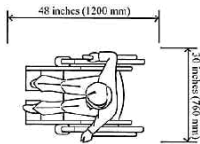
Accessible Play Component Guidelines

Integration of accessible play components with other components



Clear Floor or Ground Space

- 30 in. x 48 in. min.
- Discretionary placement
- Applies to ground-level & elevated components accessed by ramp



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Entry Points and Seats



- 11 in. minimum to 24 in. maximum above the ground or floor surface
- Mid-level height of 18 in. is recommended

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Play Tables

- For ages 5 years old and over
- Knee clearance minimums
 - 24 inches high
 - 30 inches wide
 - 17 inches deep
- Top of rim 31 inches maximum



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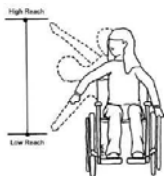
Play Tables – Under 5



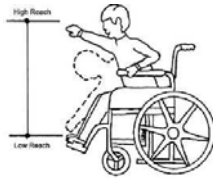
May provide a parallel approach instead of knee clearance if the rim is a maximum of 31 in. high.

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Reach ranges



Recommended specifications for locating manipulative features on play components within the reach of individuals using mobility devices



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Reach Ranges

3 - 4 year olds	5 - 8 year olds	9 - 12 year olds
20 to 36 in.	18 to 40 in.	16 to 44 in.



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Water Play Components

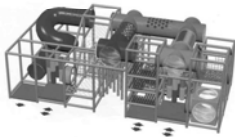


Ground level access
and transfer access to
elevated play
components required



Soft Contained Play Structure Entry Points

A play structure made of one or more components where the user enters a fully enclosed environment that utilizes pliable materials



Transfer system
permitted

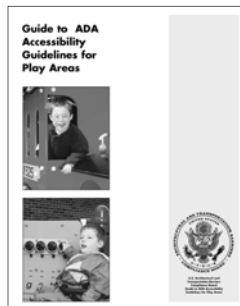


▪3 or fewer entry
points = 1 on
accessible route

▪4 or more entry
points = 2 on
accessible route

RESOURCES

- Toll-free technical assistance hotline (800) 872-2253
- Phone: (TTY) (202) 272-0082
- E-mail
 - ta@access-board.gov



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Questions?

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Where to direct questions



U.S. Department of Justice

- Implementing regulation and additional requirements
- Requirements for existing facilities – title II & III

(800) 514-0301 (voice)
(800) 514-0383 (TTY)
www.ada.gov



U.S. Access Board

- 2010 Accessibility Standards for new construction and alterations

(800) 872-2253 (voice)
(800) 993-2822 (TTY)
(202) 272-0081 (FAX)
ta@access-board.gov
www.access-board.gov

Thank you for participating in today's webinar



National Network
Information, Guidance and Training on the Americans with Disabilities Act by DBTAC

Next scheduled session:

“Accessible Residential Facilities”

January 6, 2011

2:30 p.m. – 4:00 p.m. ET

www.AccessibilityOnline.org

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