

SIXTH REVISION

Environmental Assessment of Public Recreation Spaces (EAPRS)

Direct Observation Tool, Full

Draft: April 24, 2008

EAPRS Park/playground ID number: _____

Park/playground name: _____

Access to park/playground: Free Pay (\$ _____) include parking fees
Indicate fee for pool, skate park, etc. in 'notes' section.

Observer Name: _____

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): _____

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.

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.

Miscellaneous Notes:

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

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

A. Trails

1. Paved - existence and surface

Aspect	Rating	Scaling	Considerations	Picture
1. Paved trail presence	Yes No		Must be > 200 ft in length; 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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	
3. Seat material – benches	Wood _____ Metal _____ Plastic _____ Concrete _____		For each type of bench, select from the list of options below: 0, 1, 2-5, 6-10, or > 10	
4. Table top material – tables	Wood _____ Metal _____ Plastic _____ Concrete _____		For each type of table, select from the list of options below: 0, 1, 2-5, 6-10, or > 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	Number _____		Refer to guidebook; 1, 2-4, 5-9, 10-20, >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”	

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 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
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A. Trails
5. Paved - Safety/comfort

Aspect	Rating	Scaling	Considerations	Picture
1. Openness/visibility	1 2 3	NATE	<ul style="list-style-type: none"> ◦ 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	
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		<ul style="list-style-type: none"> ◦ 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	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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)	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	
3. Seat material – benches	Wood _____ Metal _____ Plastic _____ Concrete _____	All apply	For each type of bench, select from the list of options below: 0, 1, 2-5, 6-10, or > 10	
4. Table top material – tables	Wood _____ Metal _____ Plastic _____ Concrete _____	All apply	For each type of table, select from the list of options below: 0, 1, 2-5, 6-10, or > 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	Number _____		Refer to guidebook; must have clear demarcation or openness (e.g., signs or evidence of use/traffic); 1, 2-4, 5-9, 10-20, >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	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	<ul style="list-style-type: none"> ◦ 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			
3. Open restrooms	Yes	No			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					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					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					<ul style="list-style-type: none"> ◦ 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)	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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		

PEX scaling1 2 3
Poor Fair ExcellentNATE scaling1 2 3
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<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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 exclude vehicles; must be present on the path to rate as “yes”	A4.4-a,b
5. Steps	Yes No			

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

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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	_____			
3. Average size	1 2 3	SIZE	1=<50 ft X <50 ft; 2 = 50-100 ft X 5-100 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	<ul style="list-style-type: none"> ◦ 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: <ul style="list-style-type: none"> - 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	<ul style="list-style-type: none"> ◦ 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.		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ Perimeter must be at least 1 foot tall (e.g., fence, bush). ◦ Refer to the guidebook for the “perimeter” definition. 	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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?	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	<ul style="list-style-type: none"> ◦ 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	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

8. Water accessibility	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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.	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

				◦ 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		5.3a 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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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.	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	<ul style="list-style-type: none"> ◦ 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	Number _____			
3. Cleanliness	1 2 3	NATE	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	Dirt		Circle predominant material (circle only one response)	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

underneath	Grass Paved Sand			
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		<ul style="list-style-type: none"> ◦ 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		< 25 ft from 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 linkage	Yes No		Path 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			

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

3. Operational	Yes	No		
4. Food/drink selection variety	Yes	No		<ul style="list-style-type: none"> ◦ Consider across all vending in park ◦ “No” = only food or only drinks available in the entire park.
5. Affordability	1	2	3	PEX <ul style="list-style-type: none"> ◦ Cost consistent with local convenience store costs ◦ Any items < \$1.00?
6. Openness/visibility	1	2	3	NATE <ul style="list-style-type: none"> ◦ 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	PROX <ul style="list-style-type: none"> ◦ 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.
	5	4		
9. Healthful choices available	Yes	No		<ul style="list-style-type: none"> ◦ 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

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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 paper towels and/or hand dryer, toilet paper, soap	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	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.	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

			<ul style="list-style-type: none"> ◦ 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	<25 ft from 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 linkage	Yes	No	Path 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	_____			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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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 linkage	Yes No			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 ____ Metal ____ Plastic ____ Stone/concrete ____		For each type of bench, select from the list of options below: 0, 1, 2-5, 6-10, or > 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 (number)	Wood ____ Metal ____ Plastic ____ Concrete ____		For each type of table, select from the list of options below: 0, 1, 2-5, 6-10, or > 10	
3. Size	1 2 3		Average size; seats ≤2 people, people, 2-4 people, >4 people;	
5. Cleanliness	1 2 3	NATE	Refer to guidebook: include underneath tables	H2.5 – a; A3.8a

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

6. Condition	1 2 3	PEX	Refer to guidebook	H2.6
7. Proximity to path	1 2 3 4 5	PROX	Standard proximity	
8. 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.	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

J. General aesthetics
1. Views of outside park

Aspect	Rating		Scaling	Considerations	Pictures	
1. Views outside park present	Yes	No		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ Refer to guidebook. ◦ Includes lakes, rivers, streams, ocean waters, and other aesthetically pleasing water areas. 	J1.1	
3. View content - cityscape	Yes	No		<ul style="list-style-type: none"> ◦ Refer to guidebook. ◦ Includes appealing views of skyscrapers, buildings etc. 		
4. View content – natural	Yes	No		<ul style="list-style-type: none"> ◦ Refer to guidebook. ◦ Examples include wooded areas, mountains 		
5. View content - other	Yes	No		<ul style="list-style-type: none"> ◦ 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	All that apply	Structure used to stand on to observe "the view."		
	Grass/natural					
7. Cleanliness of viewing area	1	2	3	NATE	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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 linkage to viewing area	Yes	No				
10. Seating availability	Yes	No				
11. Signage	Yes	No		<ul style="list-style-type: none"> ◦ 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	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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 material	Metal Wood Stone	◦ 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.	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

5. Perceived safety from crime in neighborhood surrounding park (not safety within the park)	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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 <p>Things that denote lack of safety include secluded places, homeless people, etc.</p>	
6. Perceived safety within the park	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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 <p>Things that denote lack of safety include secluded places, homeless people, etc.</p>	
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	
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		<ul style="list-style-type: none"> ◦ 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			Include trash cans found along trails.	
3. Cleanliness	1 2 3	NATE	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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 	J4.1-b,c; J4.6

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

			to dispose of trash.	
6. Secured to ground	Yes No		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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			

PEX scaling
 1 2 3
 Poor Fair Excellent

NATE scaling
 1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling
 1 2 3
 None at all Some A lot or all

PER scaling
 1 2 3
 0-33% 34-66% 67-100%

PROX scaling
 1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

K. Access-related features

1. Entrances

Aspect	Rating	Scaling	Considerations	Pictures
1. Number	_____		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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/grass 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 _____			
4. Total number of	Number _____			

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

stalls							
5. Secured to ground	Yes	No			K2.1		
6. Open restrooms	Yes	No			Restrooms <100 feet of bike racks?		
	If no, skip next question.						
7. Restroom proximity	1	2	3	4	5	PROX	<ul style="list-style-type: none"> ◦ Determine which bike rack is closest to the restroom. ◦ Estimate restroom proximity from the bike rack 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 _____					
3. Surface type	Paved	Gravel		Circle predominant surface type	K3.3	
	Dirt	Grass				
4. Cleanliness	1	2	3	NATE	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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			<ul style="list-style-type: none"> ◦ 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,

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

				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		Circle predominant surface type of sidewalks leading into or adjacent to park	
	Brick				
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	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
	steep → flat				
7. Linkage to path in park	Yes	No N/A			
8. Crosswalks across streets into parks	Yes	No			
9. Sidewalks 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	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

			<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

M. Safety-related features

1. Telephones

Aspect	Rating	Scaling	Considerations	Pictures
1. Functional phones present	Yes No		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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	Yes No		Must be able to see all or most of the play set from the road or surrounding neighborhood to rate as	

PEX scaling

NATE scaling

NOAL scaling

PER scaling

PROX scaling

1 2 3
Poor Fair Excellent

1 2 3
Not at all Somewhat Mostly to Extremely

1 2 3
None at all Some A lot or all

1 2 3
0-33% 34-66% 67-100%

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

and/or neighborhood			“yes.”	
12. Bike rack	Yes	No	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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.

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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		<ul style="list-style-type: none"> ◦ Circle predominant type. ◦ Felt has the consistency of a miniature golf course. 	
2. Condition	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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	_____		<ul style="list-style-type: none"> ◦ 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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

3. Condition	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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 ____		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

4. Cleanliness	1 2 3	NATE	<ul style="list-style-type: none"> 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		<ul style="list-style-type: none"> < 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 Plastic	Wood 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		<ul style="list-style-type: none"> 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 <u>functional</u> stairs, ladders & ramps	Yes No		<ul style="list-style-type: none"> 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 _____		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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

	Ramp _____			
3. Condition (of <u>functional</u> stairs, ladders & ramps)	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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: if minimal and can play on it without contact with rust = 3; if come into contact with rust when using it = 2. 	N5.1-a,b,c
4. Cleanliness (of <u>functional</u> stairs, ladders & ramps)	1 2 3	NATE	<ul style="list-style-type: none"> ◦ 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 <u>FUN</u> things to climb on/up/through	Yes No		<ul style="list-style-type: none"> ◦ 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 _____ Fun Ladders _____ Fun Stairs _____ Other _____ Describe other: _____		<ul style="list-style-type: none"> ◦ 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 <u>fun</u> elements)	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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 <u>fun</u> elements)	1 2 3	NATE	<ul style="list-style-type: none"> ◦ 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 	N5.8; N5.6-a-m

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

			appear to be BRAND NEW.	
9. Average height off ground (for <u>both functional & fun</u>)	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 <u>both functional & fun</u>)	Metal Wood Plastic Rope		Circle all that apply.	
11. Drain holes (for <u>both functional & fun</u>)	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 <u>both functional & fun</u>)	Yes No		◦ Soft = grass, sand, mulch, loose dirt ◦ Hard = asphalt or packed dirt	N4.9-a,b
13. Drained landing area (for <u>both functional & fun</u>)	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 <u>ramp</u> . ◦ 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.	N6.3-a,b; N6.2a

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

			<ul style="list-style-type: none"> ◦ 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. 	
4. Cleanliness	1 2 3	NATE	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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 _____		<ul style="list-style-type: none"> ◦ 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 <u>only</u> 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 _____		<ul style="list-style-type: none"> ◦ 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 _____		<ul style="list-style-type: none"> ◦ 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. 	N7.3; N7.4d (educa-

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

			◦ Panel resembling game with educational material and cannot be won , = educational.	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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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 Plastic	Wood 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	<ul style="list-style-type: none"> ◦ 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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

8. Ground surface material	Mulch/wood chip Asphalt Felt Grass Gravel Rubberized Sand/dirt Wooden		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ Soft = grass, sand, mulch, loose dirt, rubber mat ◦ Hard = asphalt or packed dirt 	N4.9-a,b
11. Drained landing area	Yes No		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> < 5 ft, 5-8 ft, >8 ft ◦ Should refer to the highest height in which one would be standing or sitting off the ground. 	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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		<ul style="list-style-type: none"> ◦ 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 _____		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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.	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

8. Ground surface material	Mulch/wood chip Asphalt Felt Grass Gravel Rubberized Sand Wooden		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

5. Separation from traffic (parking lots and roads)	Yes	No	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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: _____			

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

3. Condition	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ Circle predominant type. ◦ Felt has the consistency of a miniature golf course. 	
7. Size	1 2 3		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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.	

PEX scaling1 2 3
Poor Fair ExcellentNATE scaling1 2 3
Not at all Somewhat Mostly to ExtremelyNOAL scaling1 2 3
None at all Some A lot or allPER scaling1 2 3
0-33% 34-66% 67-100%PROX scaling1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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. 	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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		<ul style="list-style-type: none"> 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	_____		<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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		<ul style="list-style-type: none"> Circle predominant type. Felt has the consistency of a miniature golf course. 	
8. Moveable rings/ things to hang from	Yes No			

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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 each field and rate each individually considering their 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 _____		
24. Other: _____ _____	Yes	No	Number _____		

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

P. Athletic fields and other recreation areas

2. Athletic fields ONLY

Aspect	Rating	Scaling	Considerations	Pictures
1. Ground condition	1 2 3	PEX	<ul style="list-style-type: none"> ◦ Consider each field individually and average rating. ◦ Consider: <ul style="list-style-type: none"> -- 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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.	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

9. Restroom proximity	1 2 3 4 5	PROX	<ul style="list-style-type: none"> 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.		<ul style="list-style-type: none"> 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		<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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		<ul style="list-style-type: none"> 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?	1 2 3 N/A	NOAL	<ul style="list-style-type: none"> 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.

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

P. Athletic fields and other recreation areas

3. Athletic courts ONLY

Aspect	Rating	Scaling	Considerations	Pictures
1. Surface condition	1 2 3	PEX	<ul style="list-style-type: none"> ◦ 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			
3. Playground proximity	1 2 3 4 5	PROX	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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.		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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.		<ul style="list-style-type: none"> ◦ 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			

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

11. Functional drinking fountain	Yes	No		<ul style="list-style-type: none"> ◦ 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	<ul style="list-style-type: none"> ◦ 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			<ul style="list-style-type: none"> ◦ 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			<ul style="list-style-type: none"> ◦ 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			<ul style="list-style-type: none"> ◦ 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	

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
 <25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
 [25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

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".	

PEX scaling

1 2 3
Poor Fair Excellent

NATE scaling

1 2 3
Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
None at all Some A lot or all

PER scaling

1 2 3
0-33% 34-66% 67-100%

PROX scaling

1 2 3 4 5
<25 ft 25-50 ft 51-100 ft 101-200 ft >200 ft
[25 ft = 8.3 yds; 50 ft = 16.6 yds; 100 ft = 33.3 yds; 200 ft = 66.6]

17. Perimeter	Yes	No		
18. Concessions/vending	Yes	No		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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		<ul style="list-style-type: none"> ◦ 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

PEX scaling

1 2 3
 Poor Fair Excellent

NATE scaling

1 2 3
 Not at all Somewhat Mostly to Extremely

NOAL scaling

1 2 3
 None at all Some A lot or all

PER scaling

1 2 3
 0-33% 34-66% 67-100%

PROX scaling

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