

Section A Pictures



A1.4a – Paved Trail- Condition 1 (missing and broken sections)



A1.4b- Paved Trail- Condition 2 (minimal amounts of patching and cracks)



A1.4c- Paved Trail- Condition 3 (no missing/broken sections, patching, or tree roots under surface)



A1.6a – Paved Trail- Cleanliness 1(garbage)

Section A Pictures



A1.6b – Paved Trail- Cleanliness 3 (no litter, small amounts of natural debris)



A1.7a- Paved Trail- Flatness 1



A1.7b- Paved Trail- Flatness 3



A1.8 – Paved Trail- Continuity no (this is just an example of what a trail with multiple surfaces would look like: must have more than 2 to be considered not continuous)

Section A Pictures



A1.9a – Paved Trail- Clear from Obstruction 1 (large trees prevent person from easily getting around)



A1.9b – Paved Trail- Clear from Obstruction 3 (nothing hindering person from moving easily about the trail)



A1.10a – Paved Trail- Coverage 1 (almost no part of trail is covered)



A1.10b – Paved Trail- Coverage 2

Section A Pictures



A2.2 – Sign visibility 3 (easily seen from trail)



A2.3a – Sign Condition 1 (in the case of signs, graffiti counts as a function of condition)



A2.3b – Sign Condition 3 (easily read, all parts in tact)



A2.11 – Trail Convergence directional marking -- yes

Section A Pictures



A3.5a – Places to Sit/Rest- Condition 1 (back support broken, uneven seat)



A3.5b -- Places to Sit/Rest- Condition 3 (level, proper height off ground, no missing or broken parts)



A3.6a – Places to Sit/Rest- Comfort 1 (no back support, uneven seat)



A3.6b – Places to Sit/Rest- Comfort 2 (even sitting surface but no proper back support)

Section A Pictures



A3.6c – Places to Sit/Rest- Comfort 3 (back support, level/even sitting surface)



A3.7a – Places to Sit/Rest- Landscaping 1 (there is no man-made design to placement of vegetation- it is all natural)



A3.7b – Places to Sit/Rest- Landscaping 2 (there is some effort and design to placement of vegetation)



A3.7c – Places to Sit/Rest- Landscaping 3 (completely man-made design)

Section A Pictures



A3.8a – Places to Sit/Rest- Cleanliness 1
(warped painting, mud)



A3.8b -- Places to Sit/Rest- Cleanliness 3 (no dirt or litter on/underneath seat, no graffiti)



A3.10a – Places to Sit/Rest- Coverage 2



A3.10b – Places to Sit/Rest- Coverage 3
(completely covered)

Section A Pictures



A4.4a – Access- Example of Bollards/Other Barriers



A4.4b – Access- Another Example of Bollards/Other Barriers



A5.1a – Safety/Comfort- Openness/Visibility 1
(person cannot be seen by anyone else in park and cannot see out into park)



A5.1b – Safety/Comfort- Openness/Visibility 3
(person can easily be seen at multiple points along trail and can see rest of park)

Section A Pictures



A6.8a – Fitness Station



A6.8b – Fitness Station Sign



A7.4a – Unpaved Trail- Condition 1 (trail loses its cohesiveness and starts to become grass)



A7.4b – Unpaved Trail- Condition 3 (general form of trail can be seen and doesn't disintegrate)

Section A Pictures



A7.6a – Unpaved Trail- Cleanliness 1 (broken glass)



A7.6b – Unpaved Trail- Cleanliness 3 (no litter, or large amounts of mud and rocks)



A7.9 – Unpaved Trail- Clear from Obstruction 1 (large tree prevents person from easily maneuvering through trail)

Section B & C Pictures



B1.1 – Path Presence yes



B1.4 – Path- Condition 1, Flatness 2



C1.1a – Open Space present “yes”; Bordered by a marsh and rock garden; Condition 3; Cleanliness 3



C1.1b – Open Space present “yes”; Bordered by a sand volleyball court on left and picnic area on right; Condition 3; Cleanliness 3; Seating Available “yes” (Picnic tables allow individuals to sit and observe activity in the open space area.)

Section C & D Pictures



C2.1 – Meadow present “yes”; Signage for Meadow present “yes”



C2.7 – example of trail adjacent to meadow



C3.1 – Wooded Area present “yes”; Adjacent water area “yes”



D1.2 – Pond presence “yes”; Cleanliness 3; Water Movement “yes”; Seating Available “yes”; No Swimming Signage present “yes”; Fountain present “yes”; Fountain location “in pond”

Section D Pictures



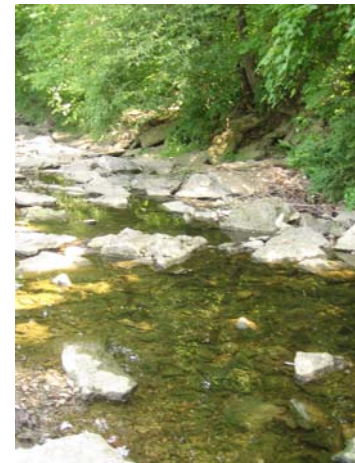
D1.7a – Water Quality 3 (Water is clear and free from algae etc.)



D1.7b – Water Quality 1 (Water is clear but is full of water weeds, algae, etc.)



D1.12 – Trail & bridge present adjacent to pond



D2.1 – Stream/creek presence “yes”; Cleanliness 3; Water Quality 3; Water Accessibility 3; Rock Hopping available “yes”

Section D Pictures



D3.8 – Water Areas- Depth Variety “yes” (Pool has more than one depth and is indicated by the measurement on the sides of the pool.)



D3.9 – Water Areas- Restrooms “yes”



D3.10 – Water Areas- Seating Area “yes” (both the benches and picnic tables); Covered “no” (no visible seating is covered.)



D3.13 – Water Areas- Slides “yes”

Section D Pictures



D3.14 – Water Areas- Water Play Features “yes”



D3.16 – Water Areas- Phone “yes”; Drinking Fountain “yes”



D3.20 – Water Areas- Signage “yes”



D4.1 – Fountain present “yes”; example of Location “on own” (vs. “in pond”); Statue “yes”; Containment “yes”

Section D Pictures



D5.3a—Accessibility “2” (stairs needed to access beach)



D5.13—Swimming area “yes” (sign designates swim area)



D5.14 —Lifeguard stand “yes” . Lifeguard present “no” (no lifeguard and no posted hours)



D5.16— Lifeguard Tower “yes” . Lifeguard present “no”

Section E Pictures



E1.1 – Water Fountain present “yes”; example water fountain with access for individuals with handicaps



E1.4a – Condition 3 (Water flow at proper height and is contained; Water drains away.)



E1.4b – Condition 2 (Water flow at proper height & drains way BUT water is not contained.)



E1.4c – Condition 2 (Water pools & does not drain)

Section E Pictures



E2.1 – Grill present “yes”; Cleanliness 3
Condition 3; Adjustable levels “yes”



E2.3 – Cleanliness 1; Condition 1



E3.1 – Picnic area present “yes” (more than 2
tables and a garbage can); Ground Flatness 3;
Covered “yes”

Section F Pictures



F1.4a - Cleanliness 3, Condition 3



F1.4b – Cleanliness 3, Condition 3



F2.1a – Shelter/Pavilion presence “yes”



F2.1c – Shelter/Pavilion presence “yes”;
Cleanliness 3; Condition 3

Section G Pictures



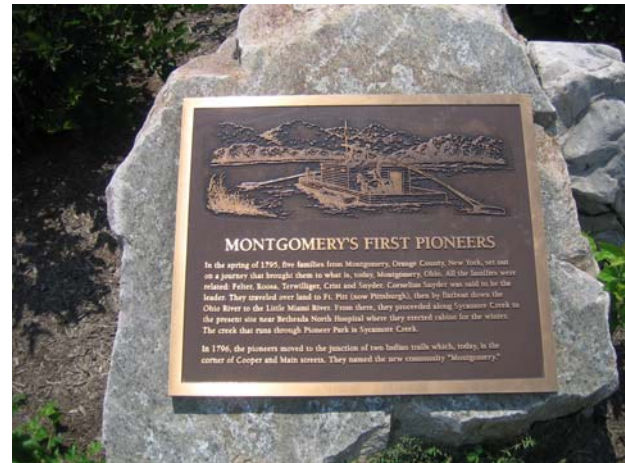
G1.1a- Monument present “yes”; Landscaping “no”; Description provided “no”



G1.1b- Monument present “yes”; Landscaping “yes”; Path Linkage “yes”



G1.1c – Historical Marker present “yes”; Cleanliness 3; Condition 3; View Content Signage “yes” (Also describes the view that is outside the park boundary.)



G1.1d – Historical Marker “yes”; Cleanliness 3; Condition 3; Description provided “yes”

Section H Pictures



H1.6- Bench Cleanliness 3



H2.5a – Table Cleanliness 3; Condition 3



H2.6- Table Condition 1



H3.1b – Seat wall present “yes”; Cleanliness 3;
Condition 3

Section H Pictures



H4.1a- Metal bleachers present “yes”; Condition 3; End caps “yes”



H4.1b – Wood bleachers present “yes”



H4.3a – Bleacher Cleanliness 3



H4.3b- Bleacher Cleanliness 2 (peeling paint); Condition 3 (paint condition does not affect the bleachers’ functioning as seat).

Section I Pictures



I1.1a- Flowers present “yes”; Condition 3



I1.1b- Flowers present “yes”; Flower variety “yes”; Condition 3



I2.1 – Shrubs/bushes present “yes”; Condition 2 (alive but could use some pruning and upkeep); Colorful “yes” (2 colors other than green).



I2.3 – Colorful “no”

Section I & J Pictures



I3.1a- Landscaping beds present “yes”;
Cleanliness 3; Condition 3



I3.1b- Landscaping bed present “yes”;
Cleanliness 3 (no man-made litter); Condition 1
(weedy)



J1.1- “Water” & “Other” View content present
“yes”



J2.1- Metal statue present “yes”; Functional “no”;
Signage “yes”; Human content “yes”

Section J Pictures



J4.1b – Covered Garbage Can present “yes”;
Cleanliness 2; Condition 3



J4.1c- Garbage Can present “yes”; Cleanliness
rating 2; Condition 3 (still functional)



J4.6- Garbage can - Secured “yes”; Covered
“no”; Cleanliness 3; Condition 3



J4.9 – Separate recycling bin “yes”

Section K Pictures



K1.1a- Example of Entrance; Cleanliness 3;
Signage “yes”



K1.1b- Example of an entrance; Cleanliness 3;
Signage “yes”



K1.1c – Example of entrance; Cleanliness 3



K1.4 – Park Rules Sign; Cleanliness 3; Condition
3; Colorful “no”

Section K Pictures



K1.6- Park map; Condition 2 (difficult to read small print from 20 feet away); Colorful “no”



K2.1- Example of a metal bike rack; Secure to ground “no”; Lock available “no”; Covered “no”



K3.3 – Paved parking lot; Cleanliness 3, Condition 3; Handicapped spot “yes”; Bumpered “yes”; Lined “yes”

Section K Pictures



K.3.8 a



K.3.8 b



K.3.8 c



L3.1- Event postings present “yes”; Condition 3; Colorful “yes”

Section N Pictures



N1.1a- “Yes” meets definition of a play set



N1.1b-“No” does not meet definition of a play set. To meet criteria, there would have to be another play element attached to swings (e.g., slide, monkey bars, etc).



N1.3 - Rating of 3 for visibility of play set from seating



N1.7a – “3” rating for play set coverage; Overpass provides shade for entire play set.

Section N Pictures



N1.7b- Underneath aspects of play set are not taken into consideration when making the coverage rating.



N1.7c- “1” rating for play set coverage; play set roof covers tiny percentage of entire play set



N1.10 - Yes, colorful & “2” rating for play set coverage – not higher since the slides, stairs, and climbing poles are not covered.



N1.13- Separate play sets for different age groups

Section N Pictures



N1.14a – “Yes” play set is separate from traffic because of perimeter.



N1.14b – “Yes” play set is separate from traffic with perimeter.



N1.14c – “No” play set is NOT separated from traffic (lack of distance from traffic and no perimeter).



N1.17a – “Yes” play set is separated from other active area (basketball hoop) due to distance and the direction in which the hoop is facing.

Section N Pictures



N1.17b – “No” separation from other active areas (kids using play set in danger of getting hurt by kids using baseball field).



N1.18- Imaginative play set theme (boat and castle example).



N2.2 - Ground Surface Condition 2



N2.3a - Ground Surface Cleanliness 3

Section N Pictures



N2.3b - Ground Surface Cleanliness 2



N3.1a – “Yes” something to hang from –
Monkey Bars, Condition 2



N3.1b – “Yes” something to hang from -
Moveable Track; Condition 3



N3.1c – “Yes” something to hang from -
Circular Hanging Element, Condition 3

Section N Pictures



N3.1d - Yes, Bar to hang from, Condition 3



N3.1e – “No” not counted as something to hang from; kids could hang from it but its primary function is safety-related



N3.1f - No, not counted as something to hang from since its primary function is for safety.



N3.2 - Parallel bars arranged in this horizontal manner are counted as ONE element to hang from

Section N Pictures



N4.2a - Side-by-Side Slide; Condition 3;
Cleanliness 3



N4.2b - Covered Slide; Condition 3; Cleanliness
3

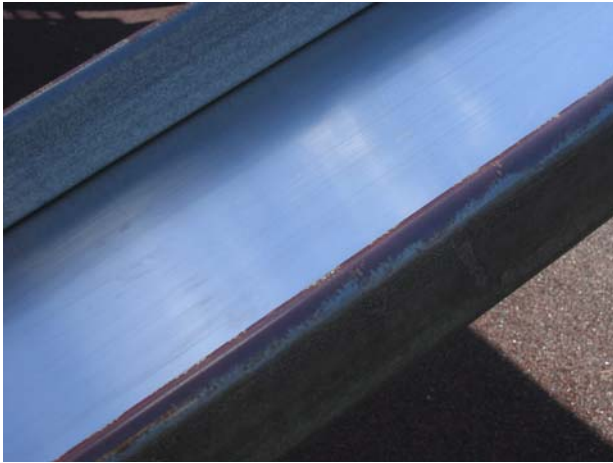


N4.2c- Curved Slide; Condition 3; Cleanliness 3



N4.2d- Straight Slide; Condition 2; Cleanliness 3

Section N Pictures



N4.3a- Slide condition 2 (due to rust)



N4.3b- Slide Condition 3, Slide Cleanliness 2



N4.3c - Base of Sliding Pole, Condition 1
(dangerous with cement base and kids potentially falling)



N4.4a - Distasteful graffiti, automatic cleanliness rating of 1

Section N Pictures



N4.4b - Innocent graffiti, Cleanliness rating of 2



N4.11a – “No” Drained landing area & “Hard” landing area; Mulch is cleared away and slight bowl shape



N4.11b – “Yes” Drained landing area (no bowl shape) & “Soft” landing area (rubberized surface)



N5.1a - Functional Ladder, Condition 2; Cleanliness 3

Section N Pictures



N5.1b -Functional ladder (rung), Condition 3;
Cleanliness 3



N5.1c -Functional steps, Condition 3; Cleanliness 3



N5.2 - Do not count platforms arranged in this
manner as stairs.



N5.6a - Tire attached to play set; climb on or
thru

Section N Pictures



N5.6b - Web, Condition 2, Cleanliness 3



N5.6c - Different web; Condition 3; Cleanliness 3



N5.6d - Climbing pole (one pole with handle attached), Condition 3, Cleanliness 3



N5.6e - Climbing pole close up, Condition 3, Cleanliness 3

Section N Pictures



N5.6f - Fun (spiral) ladder (2 poles with rungs connecting them), Condition 3, Cleanliness 3



N5.6g - Fun ladder; Condition 3, Cleanliness 3



N5.6h - Fun (curved) ladder, Condition 2, Cleanliness 3



N5.6i - Fun (Rock) steps, Condition 3, Cleanliness 3

Section N Pictures



N5.6j - Fun (Dinosaur) Stairs, Condition 3, Cleanliness 3



N5.6k - Fun (Dinosaur) steps from front



N5.6l - Fun Stairs (do not have to lead to anything - could just be “lily pads” at same level), Condition 3, Cleanliness 3



N5.6m - Tower steps classified as FUN; Condition 3, Cleanliness 3

Section N Pictures



N5.6n – Atypical fun ladder; still two poles with rungs. The rungs are rounded and do not connect the two poles BUT are still arranged in a way that when used would resemble climbing a ladder



N5.8a – “3” Cleanliness rating of climbing element; Climbing pole has scuff marks from shoes and some scratches from play which are considered “gentle use.” For a “3” rating, the element does not have to look BRAND new



N5.11- Drain holes



N6.2a -Bridge with railings, Condition 3, Cleanliness 3

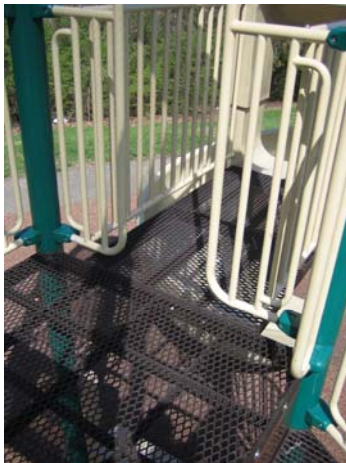
Section N Pictures



N6.2b - Bridge with platform on right



N6.2c - Not a platform; just a functional stair that is larger than the other stairs within the set.



N6.2d – This counts as one platform since it is one level even though it is made up of 2 pieces of material.



N6.2e – Rate as platforms – **NOT STAIRS.** Each level is counted as a platform. Platforms are often arranged in a step-like fashion, so take care in making the distinction between the two.

Section N Pictures



N6.3a – 3 Platforms (not a set of stairs); Condition 2 (since platform is made of wood, mold affects the function and is not considered a cleanliness issue); Cleanliness 3



N6.3b - Platform Condition 2 (difficult to see but indentations in surface and less secure feel to touch); Cleanliness 2 (visible dirt, needs paint)



N7.1a Pretend Play Panel – Bubble



N7.1b - Pretend play panel- steering wheel

Section N Pictures



N7.1c - Pretend Play Panel



N7.3d - Pretend Play panels – spinning features



N7.1e- Gear panel is categorized as pretend play panel (not labeled or presented in a way for children to learn new content).



N7.1f - Periscope panel categorized as pretend play; count decorative part of panel and actual periscope as 1 panel total.

Section N Pictures



N7.1g - Periscope categorized as pretend play



N7.1h - Funny mirror categorized as pretend play



N7.1i – Counter panel is categorized as a pretend play panel



N7.1j – Face cut-out princess panel is categorized as pretend play

Section N Pictures



N7.1k – Do not count the decorative castle panels as pretend play panels or any other type of panel. These panels help build the imaginary play set theme identified in N1.18 and do not serve a dual panel function like the face cut-out princess panel does. (Count as one fun ladder.)



N7.2a- Sound Tube



N7.2b - Sound Tube (different look)



N7.3 - Game panel - tic tac toe

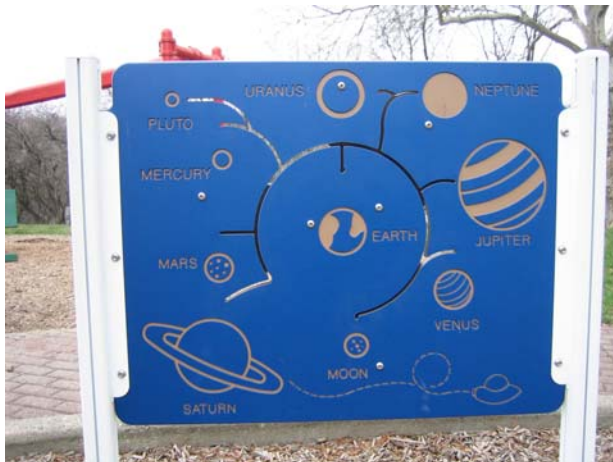
Section N Pictures



N7.4a - Educational Panel – ABCs



N7.4b - Educational Panel - shapes and numbers



N7.4c - Solar System Panel categorized as educational



N7.4d – “Yes” educational panel even though it resembles a game panel. Does not meet definition of a game since no one can win - kids learn different objects.

Section N Pictures



N7.6 - Rotating bar 3-4 feet off the ground - categorize as “Other” since it is difficult to determine its function and where else it could be categorized.



N8.2a- Baby swing, Condition 2



N8.1 – “No” swings - Chains and seats need to be present (not necessarily attached).



N8.2b - Strap swing, Condition 3, Cleanliness 3

Section N Pictures



N8.2c- Bench swing, Condition 3, Cleanliness 3



N8.2d- Chair swing, Condition 3, Cleanliness 3



N8.3a- Swing condition 2 (due to rust)



N8.3b - Swing condition 2 (rust on chains and seat is worn); Cleanliness 3

Section N Pictures



N8.3c - Swing condition 1 (not functionally safe);
Poor drainage as well.



N8.9 - Yes, chain is coated in material.



N8.10a – “No” drainage in landing zone under swings (bowl-shaped and the wood chips are worn away from the landing zone).



N8.10b – “Yes” drainage under swings (flat without indents or bowl shapes that allow water to pool)

Section O Pictures



O2.2a - Turning pole, Condition 2, Cleanliness 3



O2.2b - Jungle gym; Condition 2 (rust),
Cleanliness 3



O2.2c - Balance Beam, Condition 2 (dent on right side); Cleanliness 3 (could use touch-up with paint but “mostly” clean)



02.9 - Yes, rope assistance

Section O Pictures



O4.2a - Tetherball (ball does not have to be attached for game to be counted as present)



O4.2b - 4 Corners; Surface Condition 3; Line marking condition 3



O4.2c - Traditional Hopscotch



O4.2d Hopscotch

Section O Pictures



O4.2e - Funnelball - example of blacktop games



O5.1 - Single spring toy (spring NOT encased)



O5.7a- Spring Toy Spring Coil NOT encased



O5.7b- Spring Toy coil encased

Section O Pictures



O6.1 – “Yes” imaginary play structure since the space has been designed as such.



O6.2a - Imaginary play structure - Building, Condition 3, Cleanliness 3



O6.2b- Imaginary play structure- vehicle, Condition 3, Cleanliness 3



O6.2c - Building type; Condition 3, Cleanliness 3 (Do not give lower rating because of mulch left on table during play.)

Section O Pictures



O6.2d - Dinosaur imaginary play structure,
Condition 3, Cleanliness 3

Section P Pictures



P2.1a- Field Condition 1 (weeds growing throughout playing field & overall poor quality)



P2.1b- Field Condition rating 3 (Manicured grass in field & dirt in basepaths, NO WEEDS in dirt basepath. Do not consider how recently it has been dragged)



P2.1c- Field condition rating 3



P2.3 - Drainage rating 1- water collects in middle of field.

Section P Pictures



P2.6 – “Yes” soccer field is lined.



P3.1a- Court surface condition 3 (continuous surface)



P3.1b- Court surface condition 3



P3.1c- Court surface condition rating 1 (cracked surface, non-continuous surface)

Section P Pictures



P3.1d - Condition 1 (individual cement squares are in great condition but BAD functional court condition)



P3.5a - Striping, line condition 1



P3.5b- Striping, line condition 3



P3.12- Court components present. “No” if nets resemble this picture.

Section P Pictures



P4.4—Bowl



P4.5—Streetscape



P4.7a—Ledge



P4.7b—Rail