

Environmental Assessment of Public Recreation Spaces (EAPRS)

Direct Observation, Abbreviated Tool

Draft: **March 7, 2017**

Entry 1 _____

Date _____

Entry 2 _____

Date _____

EAPRS Park/playground ID number: _____

Park/playground name: Amazon Park

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

Observer Name/ID: Suzie Weber

Observation Date: 1 / 20 / 25

Observation Start Time: 4:10 am/pm pm

Observation End Time: 4:30 am/pm pm

Total Amount of Observation Time: 20 minutes

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: Observation area was not the entirety of Amazon Park — the research area for this project is only 2 acres of the park surrounding the playground.

Weather conditions: 41° F & Sunny

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]

SECTION 1: PHYSICAL ACTIVITY ELEMENTS

A. Trails

Aspect	Rating	Scaling	Considerations	Picture
1. Paved trail presence	Yes No		Must be > 200 ft in length; see guidebook for full definition. If no, skip to A5.	
2. 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
3. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, not mud, rocks, twigs, etc.	A1.6-a,b
4. Total paved trails length	Length		Estimate to the nearest .5 mile, with .5 being minimum if present at all	A1.7-a,b
5. Sit/rest places present on paved trail	Yes No		Must be <25 feet from trail; If no, skip to A9	
6. Condition	1 2 3	PEX	Refer to guidebook; do not consider graffiti	A3.5-a,b
7. Cleanliness	1 2 3	NATE	Refer to guidebook; consider underneath tables and benches as well	A3.8-a,b
8. Coverage/shade	1 2 3	PER	Refer to guidebook; % of places to sit/rest that are covered	A3.10-a,b; A3.6b
9. 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.	
10. 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
11. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, but not mud, rocks, sticks, etc.	A7.6-a,b
12. Total unpaved trails length	Length		Estimate to the nearest .5 mile, with .5 being minimum if present at all	
13. Sit/rest places present on paved trail	Yes No		Must be <25 feet from trail; If no, skip to Section B.	
14. Condition	1 2 3	PEX	Refer to guidebook; do not consider graffiti	A3.5-a,b
15. Cleanliness	1 2 3	NATE	Refer to guidebook; consider underneath tables and benches as well	A3.8-a,b
16. Coverage/shade	1 2 3	PER	Refer to guidebook; % of places to sit/rest that are covered	A3.10-a,b; A3.6b

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B. Open space

Aspect	Rating	Scaling	Considerations	Pictures
1. Open space presence	Yes No		Refer to guidebook; if none present, go to section C	C1.1-a,b
2. Number	1 2 3 4		Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10)	
3. Average size	1 2 3	SIZE	1: <50 ft X <50 ft; 2: 50-100 ft X 50-100 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. Condition	1 2 3	PEX	- 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: 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.

C. 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 D	
2. Operational	Yes No		If no, skip to section D	
3. Cleanliness	1 2 3	NATE	Refer to guidebook	
4. Condition	1 2 3	PEX	Refer to guidebook	

D. Beach areas

Aspect	Rating	Scaling	Considerations	Picture
1. Beach presence	Yes No		If none present, go to section E	
2. Cleanliness	1 2 3	NATE	Refer to guidebook; focus on man-made litter.	
3. 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)	
4. Accessibility	1 2 3		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	5.3a

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E. Sidewalks (adjacent to park; not in park)

Aspect	Rating	Scaling	Considerations	Pictures
1. Sidewalks present	<u>Yes</u> No		If none present, skip to Section F.	
2. Cleanliness	1 <u>2</u> 3	NATE	- Refer to guidebook for general "cleanliness" definition. - Consider man-made litter, not mud, rocks, twigs, etc.	A1.6-a,b
3. Condition	1 2 <u>3</u>	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
4. Width	1 <u>2</u> 3		<2 ft (1 adult); 2-5 ft (2 adults; sidewalk width); >5 ft (>3 adults)	
5. Linkage to path or trail in park	<u>Yes</u> No N/A			
6. Any crosswalks across streets in parks	Yes <u>No</u>			

F. Play equipment features

Aspect	Considerations	Presence	Condition	Cleanliness
1. Playset or structure	The combination of 2 or more distinct pieces of playground equipment (e.g., attached slide and swings).	<u>Yes</u> No	1 2 <u>3</u>	1 2 <u>3</u>
2. Things to hang from (part of playset)	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).	<u>Yes</u> No	1 2 <u>3</u>	1 <u>2</u> 3
3. Things to hang from (non-playset)	See above	<u>Yes</u> No	1 <u>2</u> 3	1 <u>2</u> 3
3. Things to slide down (part of playset)	Includes slides, tube slides, pole slides (two adjacent poles that a child is meant to slide down at the same time).	<u>Yes</u> No	1 2 <u>3</u>	1 <u>2</u> 3
4. Things to slide down (non-playset)	See above	<u>Yes</u> No	1 <u>2</u> 3	1 2 3
5. <u>Functional</u> stairs, ladders & ramps	- 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	<u>Yes</u> No	1 2 <u>3</u>	1 2 <u>3</u>
6. <u>FUN</u> things to climb on/up/through	- 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).	<u>Yes</u> No	1 2 <u>3</u>	1 2 <u>3</u>

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Aspect	Considerations	Presence	Condition	Cleanliness
7. Things to stand or walk on	Includes bridges, ramps and platforms (flat or non-flat, stationary or moveable), which serve to connect play set elements	Yes No	1 2 3	1 2 3
8. Swings	Includes baby swings, strap swings, bench swings, chair swings, and tire swings	Yes No	1 2 3	1 2 3
9. Things to climb on (non-playset)	Includes jungle gyms, rock walls, balance beams, turning poles, and fun steps	Yes No	1 2 3	1 2 3
10. Blacktop games	For cleanliness, rate striping/lines condition	Yes No	1 2 3	1 2 3
11. Spring toy or teeter totter		Yes No	1 2 3	1 2 3
12. Imaginary play structure	◦ 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. The structure must be a 3 or more sided, enclosed structure	Yes No	1 2 3	1 2 3

G. 1. Athletic fields

Aspect	Rating	Scaling	Considerations	Pictures
1. Athletic field presence	Yes No		May include badminton, baseball/softball fields, BMX track, bocce ball, football/rugby fields, Frisbee golf course, golf course, ropes courses, or soccer fields. If none present, skip to G2.	
2. Ground condition	1 2 3	PEX	◦ Consider: -- 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 ◦ 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
3. Cleanliness	1 2 3	NATE	◦ 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.	
4. Most (> 50%) striped/lined	Yes No N/A		◦ 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
5. Components present?	Yes No		◦ 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.	

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G. 2. Athletic courts

Aspect	Rating	Scaling	Considerations	Pictures
1. Athletic court presence	Yes <u>No</u>		May include batting cages, basketball courts, corn hole (Bean bag toss game), driving range, handball court, horseshoe pits, mini golf, shooting ranges, shuffleboard, tennis courts, volleyball courts, athletic track. If none present, skip to G3.	
2. Surface condition	1 2 3	PEX	◦ 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
3. Most (> 50%) striped/lined	Yes No		◦ 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.	
4. All components present?	Yes No		◦ 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

G. 3. Designated Skate Areas (Don't rate if signs prohibit children <12 years old)

Aspect	Rating	Scaling	Considerations	Pictures
1. Skate park presence	<u>Yes</u> No		If none present, skip to H1.	
1. Surface condition	1 <u>2</u> 3	PEX	Standard condition	
2. Cleanliness	1 <u>2</u> 3	NATE	Consider ALL debris on surface or on features, whether man-made or natural.	

SECTION 2: AESTHETICS

H. Aesthetics

1. Meadows

Aspect	Rating	Scaling	Considerations	Pictures
1. Meadow presence	<u>Yes</u> No		Refer to guidebook for definition. If none present, go to H2	C2.1
2. Average size	<u>1</u> 2 3		<25 X 25ft, 25-50 X 25-50ft, >50 X 50ft	
3. Any adjacent water area?	<u>Yes</u> No		Adjacent water areas include both natural and man-made water features.	

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H2. Wooded areas

Aspect	Rating	Scaling	Considerations	Pictures
1. Wooded area presence	Yes <u>No</u>		Refer to guidebook. If none present, go to section H3	C3.1
2. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, not mud, rocks, twigs, etc.	
3. Any adjacent water area	Yes No If no skip next question.		Adjacent water areas include both natural and man-made water features.	C3.1

H3. Existence and ponds/lakes

Aspect	Rating	Scaling	Considerations	Picture
1. Ponds/lakes presence	Yes <u>No</u>		If none present, go to H4	D1.2
2. Number	_____			
3. Cleanliness	1 2 3	NATE	Refer to guidebook ; Consider man-made litter.	D1.2
4. Bordering aesthetics	1 2 3	PEX	Refer to guidebook: consider overall aesthetic of area surrounding the water	

H4. Streams/creeks

Aspect	Rating	Scaling	Considerations	Picture
1. Creeks/streams presence	<u>Yes</u> No		If none present, go to H5	D2.1
2. Cleanliness	1 <u>2</u> 3	NATE	Refer to guidebook: include banks of stream/creek	D2.1
3. Water quality	1 2 <u>3</u>	PEX	Consider algae, water weeds, clearness of water	D2.1 & D1.7-a,b

H5. Fountains

Aspect	Rating	Scaling	Considerations	Picture
1. Fountain presence	Yes <u>No</u>		If none present, go to H6	D1.2
2. Operational	Yes No		If none operation, go to H6	
3. Condition	1 2 3	PEX	Refer to guidebook	

H6. Historical markers or monuments

Aspect	Rating	Scaling	Considerations	Picture
1. Historical markers or monuments presence	Yes <u>No</u>		If none present, go to H7	G1.1 – a,b,c,d,
2. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, graffiti	G1.1-c,d
3. 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

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H7. Landscaping

Aspect	Rating	Scaling	Considerations	Picture
1. Flowers present	Yes <u>No</u>		Rate only landscaped flowers (not meadows or wooded areas); if none present, skip to H7 #3	I1.1-a,b
2. Flower variety	1 2 3	NATE	3 or more different flower types?	I1.1b
3. Shrubs/bushes present	<u>Yes</u> No		Rate only landscaped shrubs/bushes (not wooded areas); if none present, skip to H7 #5	I2.1
4. Condition	1 2 <u>3</u>	PEX	Refer to guidebook; Alive? Consider whether appear pruned.	I2.1
5. Landscaping beds present	<u>Yes</u> No		If none present, skip to H8	I3.1-a, b; I1.1, I2.1
6. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook; consider man-made litter.	I3.1-a,b
7. Condition	1 <u>2</u> 3	PEX	Refer to guidebook: mulched? weeded?	I3.1-a,b

H8. Views of outside park

Aspect	Rating	Scaling	Considerations	Pictures
1. Views outside park present	<u>Yes</u> No		◦ If none present, skip to H9. ◦ 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. Cleanliness of viewing area	1 2 <u>3</u>	NATE	◦ 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
3. Visibility to farthest point	1 <u>2</u> 3		◦ 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	

H9. Sculpture or other art

Aspect	Rating	Considerations	Pictures
1. Sculpture/art present	<u>Yes</u> No	If none present, skip to H10	J2.1
2. Sculptures/ art pieces	Number <u>1</u>	Enter total number.	
3. Functional	<u>Yes</u> No	e.g., part of a fountain, can be played on, used as seating	J2.1

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H10. Area/neighborhood immediately surrounding park

Aspect	Rating	Scaling	Considerations	Pictures
1. Cleanliness	1 <u>(2)</u> 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.	
2. Condition	1 2 <u>(3)</u>	PEX	Consider quality of buildings and maintenance of natural areas	

SECTION 3: AMENITIES**I. Amenities****I1. Paths**

Aspect	Rating	Scaling	Considerations	Picture
1. Path presence	<u>(Yes)</u> 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 I2	B1.1
2. Condition	1 2 <u>(3)</u>	PEX	Refer to guidebook; consider condition of path surface, including holes, cracks, etc.	B1.4
3. Cleanliness	1 2 <u>(3)</u>	NATE	Refer to guidebook; consider man-made litter, but not mud, rocks, twigs, etc.	A7.6a
4. Coverage/shade	1 <u>(2)</u> 3	PER	Refer to guidebook; consider the entire length of the path, but not width	A1.10-a,b

I2. Drinking water fountains

Aspect	Rating	Scaling	Considerations	Picture
1. Drinking fountains presence	<u>(Yes)</u> No		If none present, go to I3	E1.1; E1.4-a,b
2. Condition	1 2 <u>(3)</u>	PEX	◦ 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
3. Child height or Handicap accessible	<u>(Yes)</u> No		Any fountains at a young child’s height or handicap accessible?	E1.1
4. Paved surfacing	<u>(Yes)</u> No		Is there a paved surface around the fountain that one can stand on to drink?	

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I3. Grills/fire pits

Aspect	Rating	Scaling	Considerations	Picture
1. Grills/fire pits presence	Yes <u>No</u>		If none present, go to I4	E2.1
2. Cleanliness	1 2 3	NATE	◦ 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
3. Condition	1 2 3	PEX	◦ 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

I4. Picnic area

Aspect	Rating	Scaling	Considerations	Picture
1. Picnic area presence	<u>Yes</u> No		◦ Must have 2 or more adjacent picnic tables and a trash can; ◦ If none present, go to I5	E3.1
2. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook; consider man-made litter.	
3. Coverage/shade	Yes <u>No</u>		Any of the eating areas covered?	E3.1

I5. Vending

Aspect	Rating	Scaling	Considerations	Picture
1. Vending presence	Yes <u>No</u>		If none present, go to I6	
2. Operational	Yes No			
3. Food/drink selection variety	Yes No		◦ Consider across all vending in park ◦ "No" = only food or only drinks available in the entire park.	

I6. Restrooms

Aspect	Rating	Scaling	Considerations	Picture
1. Restroom presence	<u>Yes</u> No		◦ Must be publicly accessible (e.g., can be in municipal buildings), but not part of a commercial establishment; ◦ If none present, go to I7	
2. Cleanliness	1 <u>2</u> 3	NATE	◦ Refer to guidebook. ◦ Is it sanitary? Consider man-made litter, water etc on the floor, sink, and toilets.	F1.4-a,b
3. Condition	1 <u>2</u> 3	PEX	◦ Refer to guidebook. ◦ Consider whether sinks and toilets are all operational; if sinks & toilet seats are damaged etc.	F1.4-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]

I7. Shelters/pavilions/gazebos

Aspect	Rating	Scaling	Considerations	Picture
1. Shelter/pavilion/gazebo presence	Yes <u>No</u>		If none present, go to I8 See guidebook for definition; do not double-count covered picnic areas.	F2.1; a,c
2. Cleanliness	1 2 3	NATE	◦ Refer to guidebook. ◦ Consider man-made litter, deal breakers, excessive spider webs, leaves or other natural debris.	F2.1c
3. Condition	1 2 3	PEX	◦ Refer to guidebook; consider structural condition (i.e., damaged roof, support beams)	F2.1c

I8. Entertainment venues/stages

Aspect	Rating	Scaling	Considerations	Picture
1. Entertainment venues/ stages present	Yes <u>No</u>		If none present, go to I9	
2. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter on stage and within seating area	
3. Condition	1 2 3	PEX	Refer to guidebook; consider stage and seating area	

I9. Benches

Aspect	Rating	Scaling	Considerations	Picture
1. Benches present	<u>Yes</u> No		If none present, skip to I10	
2. Condition	1 2 <u>3</u>	PEX	Refer to guidebook	A3.5a
3. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook: include underneath benches	H1.6; A3.8a
4. Coverage/shade	1 <u>2</u> 3	PER	Refer to guidebook: consider coverage across all benches	A3.10a

I10. Tables

Aspect	Rating	Scaling	Considerations	Picture
1. Tables present	<u>Yes</u> No		If none present, skip to I11	
2. Cleanliness	1 <u>2</u> 3	NATE	Refer to guidebook: include underneath tables	H2.5 – a; A3.8a
3. Condition	1 2 <u>3</u>	PEX	Refer to guidebook	H2.6
4. Coverage/shade	1 <u>2</u> 3	PER	Refer to guidebook	A3.10b

I11. Seat walls

Aspect	Rating	Scaling	Considerations	Picture
1. Seat wall present	Yes <u>No</u>		If none present, skip to I12	H3.1-b
2. Cleanliness	1 2 3	NATE	◦ Refer to guidebook; include area immediately surrounding seat wall. ◦ Consider man-made litter.	H3.1-b
3. Condition	1 2 3	PEX	Refer to guidebook	H3.1-b
4. Coverage/shade	1 2 3	PER	Refer to guidebook	A3.10b

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]

I12. Bleachers

Aspect	Rating	Scaling	Considerations	Picture
1. Bleachers present	Yes <u>No</u>		If none present, go to I13	H4.1-a,b
2. 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
3. Condition	1 2 3	PEX	Refer to guidebook	H4.1a, H4.3b
4. Coverage/shade	Yes No		Refer to guidebook	

I13. Area/neighborhood immediately surrounding park

Aspect	Rating	Scaling	Considerations	Pictures
1. Visibility from park into surrounding area/neighborhood	<u>Yes</u> No		Is it possible to see the surrounding neighborhood from the park? Can you see them?	
2. Visibility from surrounding neighborhood into park	Yes <u>No</u>		◦ 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?	

I14. Trash cans

Aspect	Rating	Scaling	Considerations	Pictures
1. Trash cans present	<u>Yes</u> No		If none present, skip to I15	J4.1; b,c
2. Cleanliness	1 2 <u>3</u>	NATE	◦ 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
3. Condition	1 <u>2</u> 3	PEX	◦ 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 to dispose of trash.	J4.1-b,c; J4.6
4. Covered	<u>Yes</u> No		◦ 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
5. Separate recycling	Yes <u>No</u>		Are there any containers marked for recycling?	J4.9

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]

I15. Wildlife areas/structures

Aspect	Rating	Scaling	Considerations	Pictures
1. Wildlife areas present	Yes <u>No</u>		◦ Consider only if it is a specific, designated areas for wildlife; if none present, skip to I16 ◦ 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. Seating availability	Yes No			

I16. Entrances

Aspect	Rating	Scaling	Considerations	Pictures
1. Cleanliness	1 2 <u>3</u>	NATE	◦ 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

I17. Bike racks

Aspect	Rating	Scaling	Considerations	Pictures
1. Bike racks present	<u>Yes</u> No		If none present, skip to I18	K2.1
2. Number of bike racks	Number <u>1</u>		Individual racks or a cluster of racks is counted as 1. A rack or cluster must be at least 25 feet apart to count as separate.	
3. Secured to ground	<u>Yes</u> No			K2.1

I18. Parking lots

Aspect	Rating	Scaling	Considerations	Pictures
1. Parking lots present	<u>Yes</u> No		Need to be part of or owned by park; if none present, skip to I19; street parking does not count	
2. Cleanliness	1 2 <u>3</u>	NATE	◦ 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
3. Condition	1 2 <u>3</u>	PEX	◦ 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

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]

I19. Rules/regulation signs

Aspect	Rating	Scaling	Considerations	Pictures
1. Rules/regulation signs present	<u>Yes</u> No		If none present, skip to I20.	K1.4
2. Cleanliness	1 2 <u>3</u>	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 <u>3</u>	PEX	Refer to guidebook; consider legibility, vandalism (i.e., is sign broken?) & graffiti	A2.3-a,b & K1.4

I20. Maps

Aspect	Rating	Scaling	Considerations	Pictures
1. Maps present	Yes <u>No</u>		If none present, skip to I21.	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

I21. Event postings

Aspect	Rating	Scaling	Considerations	Pictures
1. Event postings present	Yes <u>No</u>		◦ Event(s) posted, but not necessarily held at park (e.g., community) ◦ If none present, go to I22.	I3.1
2. Up to date	Yes No		Has the event date passed?	

I22. Telephones

Aspect	Rating	Scaling	Considerations	Pictures
1. Functional phones present	Yes <u>No</u>		◦ 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 next two questions.	
2. 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	
3. 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]

Environmental Assessment of Public Recreation Spaces (EAPRS)

Direct Observation, Abbreviated Tool

Draft: **March 7, 2017**

Entry 1 _____

Date _____

Entry 2 _____

Date _____

EAPRS Park/playground ID number: _____

Park/playground name: University Park

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

Observer Name/ID: Suzie Weber

Observation Date: 1 / 20 / 25

Observation Start Time: 2:55 am pm

Observation End Time: 3:45 am pm

Total Amount of Observation Time: 50 minutes

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:

Current weather: 43°F Sunny $\frac{1}{2}$ slight breeze

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]

SECTION 1: PHYSICAL ACTIVITY ELEMENTS

A. Trails

Aspect	Rating	Scaling	Considerations	Picture
1. Paved trail presence	Yes No		Must be > 200 ft in length; see guidebook for full definition. If no, skip to A5.	
2. 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
3. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, not mud, rocks, twigs, etc.	A1.6-a,b
4. Total paved trails length	Length _____		Estimate to the nearest .5 mile, with .5 being minimum if present at all	A1.7-a,b
5. Sit/rest places present on paved trail	Yes No		Must be <25 feet from trail; If no, skip to A9	
6. Condition	1 2 3	PEX	Refer to guidebook; do not consider graffiti	A3.5-a,b
7. Cleanliness	1 2 3	NATE	Refer to guidebook; consider underneath tables and benches as well	A3.8-a,b
8. Coverage/shade	1 2 3	PER	Refer to guidebook; % of places to sit/rest that are covered	A3.10-a,b; A3.6b
9. 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.	
10. 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
11. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, but not mud, rocks, sticks, etc.	A7.6-a,b
12. Total unpaved trails length	Length _____		Estimate to the nearest .5 mile, with .5 being minimum if present at all	
13. Sit/rest places present on paved trail	Yes No		Must be <25 feet from trail; If no, skip to Section B.	
14. Condition	1 2 3	PEX	Refer to guidebook; do not consider graffiti	A3.5-a,b
15. Cleanliness	1 2 3	NATE	Refer to guidebook; consider underneath tables and benches as well	A3.8-a,b
16. Coverage/shade	1 2 3	PER	Refer to guidebook; % of places to sit/rest that are covered	A3.10-a,b; A3.6b

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]

B. Open space

Aspect	Rating	Scaling	Considerations	Pictures
1. Open space presence	☒ Yes ☐ No		Refer to guidebook; if none present, go to section C	C1.1-a,b
2. Number	1 2 ☒ 3 4		Circle a number based on the following ranges: 1=1, 2=(2-5), 3=(6-10), 4= (>10)	
3. Average size	1 ☒ 2 3	SIZE	1: <50 ft X <50 ft; 2: 50-100 ft X 50-100 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. Condition	1 ☒ 2 3	PEX	- 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: 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.

C. 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 D	
2. Operational	Yes ☒ No		If no, skip to section D	
3. Cleanliness	1 2 3	NATE	Refer to guidebook	
4. Condition	☒ 1 2 3	PEX	Refer to guidebook	

D. Beach areas

Aspect	Rating	Scaling	Considerations	Picture
1. Beach presence	Yes ☐ No		If none present, go to section E	
2. Cleanliness	1 2 3	NATE	Refer to guidebook; focus on man-made litter.	
3. 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)	
4. Accessibility	1 2 3		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	5.3a

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. Sidewalks (adjacent to park; not in park)

Aspect	Rating	Scaling	Considerations	Pictures
1. Sidewalks present	<u>Yes</u> No		If none present, skip to Section F.	
2. Cleanliness	1 <u>2</u> 3	NATE	- Refer to guidebook for general "cleanliness" definition. - Consider man-made litter, not mud, rocks, twigs, etc.	A1.6-a,b
3. Condition	<u>1</u> 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
4. Width	1 <u>2</u> 3		<2 ft (1 adult); 2-5 ft (2 adults; sidewalk width); >5 ft (>3 adults)	
5. Linkage to path or trail in park	<u>Yes</u> No N/A			
6. Any crosswalks across streets in parks	Yes <u>No</u>			

↳ crosswalk at edge of park to the middle of an alley

F. Play equipment features

Aspect	Considerations	Presence	Condition	Cleanliness
1. Playset or structure	The combination of 2 or more distinct pieces of playground equipment (e.g., attached slide and swings).	Yes <u>No</u>	1 2 3	1 2 3
2. Things to hang from (part of playset)	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).	Yes <u>No</u>	1 2 3	1 2 3
3. Things to hang from (non-playset)	See above	Yes <u>No</u>	1 2 3	1 2 3
3. Things to slide down (part of playset)	Includes slides, tube slides, pole slides (two adjacent poles that a child is meant to slide down at the same time).	<u>Yes</u> No	<u>1</u> 2 3	1 <u>2</u> 3
4. Things to slide down (non-playset)	See above	Yes <u>No</u>	1 2 3	1 2 3
5. <u>Functional</u> stairs, ladders & ramps	- 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	Yes <u>No</u>	1 2 3	1 2 3
6. <u>FUN</u> things to climb on/up/through	- 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).	Yes <u>No</u>	1 2 3	1 2 3

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]

Aspect	Considerations	Presence	Condition	Cleanliness
7. Things to stand or walk on	Includes bridges, ramps and platforms (flat or non-flat, stationary or moveable), which serve to connect play set elements	Yes <u>No</u>	1 2 3	1 2 3
8. Swings	Includes baby swings, strap swings, bench swings, chair swings, and tire swings	<u>Yes</u> No	1 <u>2</u> 3	1 2 <u>3</u>
9. Things to climb on (non-playset)	Includes jungle gyms, rock walls, balance beams, turning poles, and fun steps	Yes <u>No</u>	1 2 3	1 2 3
10. Blacktop games	For cleanliness, rate striping/lines condition	Yes <u>No</u>	1 2 3	1 2 3
11. Spring toy or teeter totter		<u>Yes</u> No	1 <u>2</u> 3	1 <u>2</u> 3
12. Imaginary play structure	◦ 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. The structure must be a 3 or more sided, enclosed structure	Yes <u>No</u>	1 2 3	1 2 3

G. 1. Athletic fields

Aspect	Rating	Scaling	Considerations	Pictures
1. Athletic field presence	<u>Yes</u> No		May include badminton, baseball/softball fields, BMX track, bocce ball, football/rugby fields, Frisbee golf course, golf course, ropes courses, or soccer fields. If none present, skip to G2.	
2. Ground condition	1 <u>2</u> 3	PEX	◦ Consider: -- 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 ◦ 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
3. Cleanliness	1 <u>2</u> 3	NATE	◦ 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.	
4. Most (> 50%) striped/lined	Yes <u>No</u> N/A		◦ 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
5. Components present?	<u>Yes</u> No		◦ 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.	

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]

G. 2. Athletic courts

Aspect	Rating	Scaling	Considerations	Pictures
1. Athletic court presence	<u>Yes</u> No		May include batting cages, basketball courts, corn hole (Bean bag toss game), driving range, handball court, horseshoe pits, mini golf, shooting ranges, shuffleboard, tennis courts, volleyball courts, athletic track. If none present, skip to G3.	
2. Surface condition	<u>1</u> 2 3	PEX	- 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
3. Most (> 50%) striped/lined	Yes <u>No</u>		- 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.	
4. All components present?	<u>Yes</u> No		- 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

G. 3. Designated Skate Areas (Don't rate if signs prohibit children <12 years old)

Aspect	Rating	Scaling	Considerations	Pictures
1. Skate park presence	Yes <u>No</u>		If none present, skip to H1.	
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.	

SECTION 2: AESTHETICS

H. Aesthetics

1. Meadows

Aspect	Rating	Scaling	Considerations	Pictures
1. Meadow presence	Yes <u>No</u>		Refer to guidebook for definition. If none present, go to H2	C2.1
2. Average size	1 2 3		<25 X 25ft, 25-50 X 25-50ft, >50 X 50ft	
3. Any adjacent water area?	Yes No		Adjacent water areas include both natural and man-made water features.	

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]

H2. Wooded areas

Aspect	Rating	Scaling	Considerations	Pictures
1. Wooded area presence	Yes <u>No</u>		Refer to guidebook. If none present, go to section H3	C3.1
2. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, not mud, rocks, twigs, etc.	
3. Any adjacent water area	Yes No If no skip next question.		Adjacent water areas include both natural and man-made water features.	C3.1

H3. Existence and ponds/lakes

Aspect	Rating	Scaling	Considerations	Picture
1. Ponds/lakes presence	Yes <u>No</u>		If none present, go to H4	D1.2
2. Number				
3. Cleanliness	1 2 3	NATE	Refer to guidebook ; Consider man-made litter.	D1.2
4. Bordering aesthetics	1 2 3	PEX	Refer to guidebook: consider overall aesthetic of area surrounding the water	

H4. Streams/creeks

Aspect	Rating	Scaling	Considerations	Picture
1. Creeks/streams presence	Yes <u>No</u>		If none present, go to H5	D2.1
2. Cleanliness	1 2 3	NATE	Refer to guidebook: include banks of stream/creek	D2.1
3. Water quality	1 2 3	PEX	Consider algae, water weeds, clearness of water	D2.1 & D1.7-a,b

H5. Fountains

Aspect	Rating	Scaling	Considerations	Picture
1. Fountain presence	Yes <u>No</u>		If none present, go to H6	D1.2
2. Operational	Yes No		If none operation, go to H6	
3. Condition	1 2 3	PEX	Refer to guidebook	

H6. Historical markers or monuments

Aspect	Rating	Scaling	Considerations	Picture
1. Historical markers or monuments presence	Yes <u>No</u>		If none present, go to H7	G1.1 – a,b,c,d,
2. Cleanliness	1 2 3	NATE	Refer to guidebook; consider man-made litter, graffiti	G1.1-c,d
3. 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

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]

H7. Landscaping

Aspect	Rating	Scaling	Considerations	Picture
1. Flowers present	Yes <u>No</u>		Rate only landscaped flowers (not meadows or wooded areas); if none present, skip to H7 #3	I1.1-a,b
2. Flower variety	1 2 3	NATE	3 or more different flower types?	I1.1b
3. Shrubs/bushes present	<u>Yes</u> No		Rate only landscaped shrubs/bushes (not wooded areas); if none present, skip to H7 #5	I2.1
4. Condition	1 2 <u>3</u>	PEX	Refer to guidebook; Alive? Consider whether appear pruned.	I2.1
5. Landscaping beds present	<u>Yes</u> No		If none present, skip to H8	I3.1-a, b; I1.1, I2.1
6. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook; consider man-made litter.	I3.1-a,b
7. Condition	1 <u>2</u> 3	PEX	Refer to guidebook: mulched? weeded?	I3.1-a,b

H8. Views of outside park

Aspect	Rating	Scaling	Considerations	Pictures
1. Views outside park present	<u>Yes</u> No		◦ If none present, skip to H9. ◦ 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. Cleanliness of viewing area	1 2 <u>3</u>	NATE	◦ 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
3. Visibility to farthest point	1 <u>2</u> 3		◦ 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	

H9. Sculpture or other art

Aspect	Rating	Considerations	Pictures
1. Sculpture/art present	<u>Yes</u> No	If none present, skip to H10	J2.1
2. Sculptures/ art pieces	Number <u>2</u>	Enter total number.	
3. Functional	<u>Yes</u> No	e.g., part of a fountain, can be played on, used as <u>seating</u>	J2.1

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]

H10. Area/neighborhood immediately surrounding park

Aspect	Rating	Scaling	Considerations	Pictures
1. Cleanliness	1 2 <u>3</u>	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.	
2. Condition	1 2 <u>3</u>	PEX	Consider quality of buildings and maintenance of natural areas	

SECTION 3: AMENITIES**I. Amenities****I1. Paths**

Aspect	Rating	Scaling	Considerations	Picture
1. Path presence	<u>Yes</u> 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 I2	B1.1
2. Condition	1 <u>2</u> 3	PEX	Refer to guidebook; consider condition of path surface, including holes, cracks, etc.	B1.4
3. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook; consider man-made litter, but not mud, rocks, twigs, etc.	A7.6a
4. Coverage/shade	1 <u>2</u> 3	PER	Refer to guidebook; consider the entire length of the path, but not width	A1.10-a,b

I2. Drinking water fountains

Aspect	Rating	Scaling	Considerations	Picture
1. Drinking fountains presence	<u>Yes</u> No		If none present, go to I3	E1.1; E1.4-a,b
2. Condition	1 <u>2</u> 3	PEX	◦ 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
3. Child height or Handicap accessible	<u>Yes</u> No		Any fountains at a young child’s height or handicap accessible?	E1.1
4. Paved surfacing	<u>Yes</u> No		Is there a paved surface around the fountain that one can stand on to drink?	

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. Grills/fire pits

Aspect	Rating	Scaling	Considerations	Picture
1. Grills/fire pits presence	Yes <u>No</u>		If none present, go to I4	E2.1
2. Cleanliness	1 2 3	NATE	◦ 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
3. Condition	1 2 3	PEX	◦ 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

I4. Picnic area

Aspect	Rating	Scaling	Considerations	Picture
1. Picnic area presence	<u>Yes</u> No		◦ Must have 2 or more adjacent picnic tables and a trash can; ◦ If none present, go to I5	E3.1
2. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook; consider man-made litter.	
3. Coverage/shade	<u>Yes</u> No		Any of the eating areas covered?	E3.1

I5. Vending

Aspect	Rating	Scaling	Considerations	Picture
1. Vending presence	Yes <u>No</u>		If none present, go to I6	
2. Operational	Yes No			
3. Food/drink selection variety	Yes No		◦ Consider across all vending in park ◦ “No” = only food or only drinks available in the entire park.	

I6. Restrooms

Aspect	Rating	Scaling	Considerations	Picture
1. Restroom presence	<u>Yes</u> No		◦ Must be publicly accessible (e.g., can be in municipal buildings), but not part of a commercial establishment; ◦ If none present, go to I7	
2. Cleanliness	1 <u>2</u> 3	NATE	◦ Refer to guidebook. ◦ Is it sanitary? Consider man-made litter, water etc on the floor, sink, and toilets.	F1.4-a,b
3. Condition	1 <u>2</u> 3	PEX	◦ Refer to guidebook. ◦ Consider whether sinks and toilets are all operational; if sinks & toilet seats are damaged etc.	F1.4-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]

I7. Shelters/pavilions/gazebos

Aspect	Rating	Scaling	Considerations	Picture
1. Shelter/pavilion/gazebo presence	<u>Yes</u> No		If none present, go to I8 See guidebook for definition; do not double-count covered picnic areas.	F2.1; a,c
2. Cleanliness	1 <u>2</u> 3	NATE	◦ Refer to guidebook. ◦ Consider man-made litter, deal breakers, excessive spider webs, leaves or other natural debris.	F2.1c
3. Condition	1 <u>2</u> 3	PEX	◦ Refer to guidebook; consider structural condition (i.e., damaged roof, support beams)	F2.1c

I8. Entertainment venues/stages

Aspect	Rating	Scaling	Considerations	Picture
1. Entertainment venues/ stages present	<u>Yes</u> No		If none present, go to I9	
2. Cleanliness	1 2 <u>3</u>	NATE	Refer to guidebook; consider man-made litter on stage and within seating area	
3. Condition	1 <u>2</u> 3	PEX	Refer to guidebook; consider stage and seating area	

I9. Benches

Aspect	Rating	Scaling	Considerations	Picture
1. Benches present	<u>Yes</u> No		If none present, skip to I10	
2. Condition	1 2 3	PEX	Refer to guidebook	A3.5a
3. Cleanliness	1 2 3	NATE	Refer to guidebook: include underneath benches	H1.6; A3.8a
4. Coverage/shade	1 2 3	PER	Refer to guidebook: consider coverage across all benches	A3.10a

I10. Tables

Aspect	Rating	Scaling	Considerations	Picture
1. Tables present	Yes No		If none present, skip to I11	
2. Cleanliness	1 <u>2</u> 3	NATE	Refer to guidebook: include underneath tables	H2.5 – a; A3.8a
3. Condition	1 <u>2</u> 3	PEX	Refer to guidebook	H2.6
4. Coverage/shade	1 2 <u>3</u>	PER	Refer to guidebook	A3.10b

I11. Seat walls

Aspect	Rating	Scaling	Considerations	Picture
1. Seat wall present	<u>Yes</u> No		If none present, skip to I12	H3.1-b
2. Cleanliness	1 2 <u>3</u>	NATE	◦ Refer to guidebook; include area immediately surrounding seat wall. ◦ Consider man-made litter.	H3.1-b
3. Condition	1 <u>2</u> 3	PEX	Refer to guidebook	H3.1-b
4. Coverage/shade	1 <u>2</u> 3	PER	Refer to guidebook	A3.10b

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]

I12. Bleachers

Aspect	Rating	Scaling	Considerations	Picture
1. Bleachers present	<u>Yes</u> No		If none present, go to I13	H4.1-a,b
2. Cleanliness	1 <u>2</u> 3	NATE	◦ Refer to guidebook; include underneath bleachers ◦ Consider man-made litter, paint condition (if applicable), graffiti, & dealbreakers	H4.3 – a,b
3. Condition	<u>1</u> 2 3	PEX	Refer to guidebook	H4.1a, H4.3b
4. Coverage/shade	<u>Yes</u> No		Refer to guidebook	

I13. Area/neighborhood immediately surrounding park

Aspect	Rating	Scaling	Considerations	Pictures
1. Visibility from park into surrounding area/neighborhood	<u>Yes</u> No		Is it possible to see the surrounding neighborhood from the park? Can you see them?	
2. Visibility from surrounding neighborhood into park	<u>Yes</u> No		◦ 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?	

I14. Trash cans

Aspect	Rating	Scaling	Considerations	Pictures
1. Trash cans present	<u>Yes</u> No		If none present, skip to I15	J4.1; b,c
2. Cleanliness	1 2 <u>3</u>	NATE	◦ 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
3. Condition	1 2 <u>3</u>	PEX	◦ 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 to dispose of trash.	J4.1-b,c; J4.6
4. Covered	<u>Yes</u> No		◦ 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
5. Separate recycling	Yes <u>No</u>		Are there any containers marked for recycling?	J4.9

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]

I15. Wildlife areas/structures

Aspect	Rating	Scaling	Considerations	Pictures
1. Wildlife areas present	Yes <u>No</u>		◦ Consider only if it is a specific, designated areas for wildlife; if none present, skip to I16 ◦ 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. Seating availability	Yes No			

I16. Entrances

Aspect	Rating	Scaling	Considerations	Pictures
1. Cleanliness	1 2 <u>3</u>	NATE	◦ 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

I17. Bike racks

Aspect	Rating	Scaling	Considerations	Pictures
1. Bike racks present	<u>Yes</u> No		If none present, skip to I18	K2.1
2. Number of bike racks	Number <u>1</u>		Individual racks or a cluster of racks is counted as 1. A rack or cluster must be at least 25 feet apart to count as separate.	
3. Secured to ground	<u>Yes</u> No			K2.1

I18. Parking lots

Aspect	Rating	Scaling	Considerations	Pictures
1. Parking lots present	Yes <u>No</u>		Need to be part of or owned by park; if none present, skip to I19; street parking does not count	
2. Cleanliness	1 2 3	NATE	◦ 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
3. Condition	1 2 3	PEX	◦ 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

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]

I19. Rules/regulation signs

Aspect	Rating	Scaling	Considerations	Pictures
1. Rules/regulation signs present	<u>Yes</u> No		If none present, skip to I20.	K1.4
2. Cleanliness	1 2 <u>3</u>	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 <u>2</u> 3	PEX	Refer to guidebook; consider legibility, vandalism (i.e., is sign broken?) & graffiti	A2.3-a,b & K1.4

I20. Maps

Aspect	Rating	Scaling	Considerations	Pictures
1. Maps present	Yes <u>No</u>		If none present, skip to I21.	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

I21. Event postings

Aspect	Rating	Scaling	Considerations	Pictures
1. Event postings present	Yes <u>No</u>		◦ Event(s) posted, but not necessarily held at park (e.g., community) ◦ If none present, go to I22.	I3.1
2. Up to date	Yes No		Has the event date passed?	

I22. Telephones

Aspect	Rating	Scaling	Considerations	Pictures
1. Functional phones present	Yes <u>No</u>		◦ 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 next two questions.	
2. 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	
3. 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]

COMMUNITY PARK AUDIT TOOL

Instructions

Before you begin, try to locate a map of the park. Next, review the CPAT training guide and audit tool. It is important to make sure each question and response is clear when you are marking your answer. Then, go to the park and fill out this audit tool. The tool (6 pages) is divided into four sections that focus on different parts of the park. Further instructions are at the top of each section.

Tips for Using the Community Park Audit Tool (CPAT)

- Drive, bike, or walk around the park to get a feel for what's in the park and the neighborhood around the park.
- Questions on the CPAT are grouped in sections in the order that you might come across them in a park. However, you may need to switch between sections or pages as you complete the park audit. Therefore, it is important to look through the tool before you begin.
- When you are finished, go back and make sure you have completed all the sections and questions.
- There is space at the end of each section where you can write down comments as you complete your audit. The margins or back of the page can be used to take notes, but make sure to transfer your comments into the answer spaces.
- If you see anything that requires immediate attention, contact the local parks department.

Section 1: Park Information

Park Name: Amazon Park Observer Name or ID: Suzie Weber

Park Address/Location: _____

Were you able to locate a map for this park? ☒ No ☐ Yes

Was the park easy to find onsite? ☐ No ☐ Somewhat ☒ Yes

Date (m/d/yr): 1 / 20 / 2026

Temperature: 40 °F Weather: ☒ Clear ☐ Partly Cloudy ☐ Rain/Snow

Start Time: 4:30 am or pm (circle) End Time: 4:45 am or pm (circle) Length of visit: 15 min

Comments on Park Information:

Audit tool used on research area only—not all of Amazon Park.

Section 2: Access and Surrounding Neighborhood

This section asks about accessing the park and about the neighborhood surrounding the park. Several questions include follow-up responses if you answered yes. There are spaces for comments at the end of the section. **When thinking about the surrounding neighborhood, consider all areas that you can see from inside of the park.**

When rating the access and surrounding neighborhood, please use the following definition:

- **Useable:** everything necessary for use is present and nothing prevents use (e.g., sidewalks are passable)

- Can the park be **accessed for use**? (e.g., not locked/fenced, available for activity, etc.) ☐ No ☒ Yes
- Are there **signs** that state the following (could be same sign)? *(check all that are present)* ☐ None present

☒ Park name	☒ Park hours	☒ Park contact information	☐ Park/facility rental information
☒ Park rules	☐ Park map	☐ Rental equipment information	☐ Event/program information
- How many **points of entry** does the park have? ☒ More than 5 (or park boundary is open) ☐ 2-5 ☐ Only 1
- Is there a **public transit stop** within sight of the park? ☐ No ☒ Yes *u may not be an active bus line, though.*
- What types of **parking** are available for the park? *(check all that are present)*

☐ None	☐ Parking Lot	☒ On street parking	☒ Bike rack(s)
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- Are there **sidewalks** on *any* roads bordering the park? (could be on opposite side of road) ☐ No ☐ Yes
 If yes ... Are they useable? ☐ All or most are useable ☒ About half ☐ None or few useable
 If yes ... Are there **curb cuts and/or ramps** on *any* sidewalks bordering or entering the park? ☐ No ☒ Yes
- Is there an external **trail or path** connected to the park? ☐ No ☒ Yes
 If yes ... Is it useable? ☐ No ☒ Yes
- Are there **bike routes** on *any* roads bordering the park? *(check all that are present)*

☐ None	☒ Marked bike lane	☐ Bike route sign	☐ Share the road signs/markers
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~ on 24th
- Are there nearby **traffic signals** on *any* roads bordering the park? (e.g., crosswalk, stop light/sign) ☐ No ☒ Yes
- What are the main **land use(s) around the park**? *(check all that apply)* ☐ None present

☒ Residential	☐ Commercial	☐ Institutional (e.g., school)	☐ Industrial (e.g., warehouse)	☐ Natural
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- Which of the following **safety or appearance concerns** are present in the **neighborhood surrounding the park**? *(check all that are present in the surrounding neighborhood within sight on any side of the park)*

☒ Poor lighting (e.g., low or no lighting on surrounding neighborhood streets)
☐ Graffiti (e.g., markings or paintings that reduce the visual quality of the area)
☒ Vandalism (e.g., damaged signs, vehicles, etc.)
☐ Excessive litter (e.g., noticeable amounts of trash, broken glass, etc.)
☒ Heavy traffic (e.g., steady flow of vehicles)
☒ Excessive noise (e.g., noticeable sounds that are unpleasant or annoying)
☐ Vacant or unfavorable buildings (e.g., abandoned houses, liquor store)
☐ Poorly maintained properties (e.g., overgrown grass, broken windows)
☐ Lack of eyes on the street (e.g., absence of people, no houses or store fronts)
☒ Evidence of threatening persons or behaviors (e.g., gangs, alcohol/drug use)
☐ Other _____
☐ None present

Comments on Access or Surrounding Neighborhood Issues: *Some sidewalk pavement is cracked and uneven. Occasionally people will sleep overnight at this park.*

Section 3: Park Activity Areas

This section asks about the activity areas in the park. For each activity area type:

1. **First, mark the number (#) of areas that are present in the park** (if none, write "0").
2. Then, respond to questions about **up to three** of those activity areas. If there are more than three areas for a specific activity area type, **rate the first three you come across during the audit**. If there were no activity areas of that type present in the park, move on to the next type.
3. Finally, use the space provided to note any additional comments about each type of activity area.

When rating the activity areas, please use the following definitions:

- **Useable:** everything necessary for use is present (excluding portable equipment - rackets, balls, etc.) and nothing prevents use (e.g., are there nets up for tennis courts, goals for sport fields, are trails passable, etc.)
- **Good condition:** looks clean and maintained (e.g., minimal rust, graffiti, broken parts; even surface; etc.)

12. Activity Areas	# of Areas	Area 1		Area 2		Area 3	
a. Playground	(# : <u>2</u>)						
Useable		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Good condition		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Distinct areas for different age groups		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Colorful equipment (i.e., 3+ colors)		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Shade cover for some (25%+) of the area		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Benches in/surrounding area		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Fence around area (i.e., half or more)		☒ No	☐ Yes	☒ No	☐ Yes	☐ No	☐ Yes
Separation or distance from road		☐ No	☒ Yes	☐ No	☒ Yes	☐ No	☐ Yes
Comments:							
b. Sport Field (football/soccer)	(# : _____)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
c. Baseball Field	(# : _____)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
d. Swimming Pool	(# : _____)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
e. Splash Pad	(# : _____)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
f. Basketball Court	(# : _____)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
g. Tennis Court	(# : _____)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							

Activity Areas	# of Areas (# : _____)	Area 1	Area 2	Area 3
h. Volleyball Court Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
i. Trail Useable Good condition Connected to activity areas Distance markers/sign Benches along trail What is the trail surface? (check one) Comments:	(# : <u>1</u>)	☐ No ☒ Yes ☐ No ☒ Yes ☐ No ☒ Yes ☐ No ☒ Yes ☐ No ☒ Yes ☒ Paved ☐ Crushed stone ☐ Dirt/mulch	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ Paved ☐ Crushed stone ☐ Dirt/mulch	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ Paved ☐ Crushed stone ☐ Dirt/mulch
j. Fitness Equipment/Stations Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
k. Skate Park Useable Good condition Comments: <i>Graffiti present — note this is typical of skate parks & sometimes part of their appeal.</i>	(# : <u>1</u>)	☐ No ☒ Yes ☐ No ☒ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
l. Off-Leash Dog Park Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
m. Open/Green Space Useable Good condition Comments:	(# : <u>2</u>)	☐ No ☒ Yes ☐ No ☒ Yes	☐ No ☒ Yes ☐ No ☒ Yes	☐ No ☐ Yes ☐ No ☐ Yes
n. Lake Useable Good condition Is there a designated swimming area? Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes
o. Other (fill in a type description for each) Useable Good condition Comments: <i>Not accessible for all children</i>		<i>Dinosaur Play Sculpture</i> ☐ No ☒ Yes ☐ No ☒ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
Comments on Park Activity Areas:				

Section 4: Park Quality and Safety

This section asks about factors related to comfort and safety when using the park. Several questions include follow-up responses if you answered yes. There are spaces for comments at the end of the section.

When rating the quality and safety features of the park, please use the following definitions:

- **Useable:** everything necessary for use is present and nothing prevents use (e.g., can get into restrooms, drinking fountains work, etc.)
- **Good condition:** looks clean and maintained (e.g., minimal rust, graffiti, broken parts; etc.)

13. Are there public **restroom(s) or portable toilet(s)** at the park? ☐ No ☒ Yes

If yes ...

- Are the restroom(s) useable? ☒ All or most are useable ☐ About half ☐ None or few are useable
Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition
Is there a family restroom? ☒ No ☐ Yes
Is there a baby change station in any restroom? ☒ No ☐ Yes

14. Are there **drinking fountain(s)** at the park? ☐ No ☒ Yes

If yes ...

- How many different fountains are there? (i.e., units, not spouts) 1
Are the fountains useable? ☐ All or most are useable ☐ About half ☒ None or few are useable (closed for winter)
Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition
Are they near activity areas? ☒ All or most are near ☐ About half ☐ None or few are near

15. Are there **bench(es)** to sit on in the park? ☐ No ☒ Yes

If yes ...

- Are the benches useable? ☒ All or most are useable ☐ About half ☐ None or few are useable
Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition

16. Are there **picnic table(s)** in the park? ☐ No ☒ Yes

If yes ...

- Are the tables useable? ☒ All or most are useable ☐ About half ☐ None or few are useable
Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition
Is there a picnic shelter in the park? ☒ No ☐ Yes
Is there a grill or fire pit in the park? ☒ No ☐ Yes

17. Are there **trash cans** in the park? ☐ No ☒ Yes

If yes ...

- Are they overflowing with trash? ☐ All or most overflowing ☐ About half ☒ None or few overflowing
Are they near activity areas? ☒ All or most are near ☐ About half ☐ None or few are near
Are recycling containers provided? ☒ No ☐ Yes

18. Is there **food/vending machines** available in the park? ☒ No ☐ Yes

If yes ...

- Are fruits and/or vegetables available in the park? ☒ No ☐ Yes

19. If the sun was directly overhead, how much of the park would be **shaded**? ☒ <25% ☐ 25-75% ☐ >75%

20. Are there **rules posted about animals** in the park? (e.g., dogs must be leashed)? ☐ No ☒ Yes

21. Is there a place to get **dog waste pick up bags** in the park? ☐ No ☒ Yes

If yes ... Are bags available at any of the locations? ☐ No ☒ Yes

22. Are there **lights** in the park? (not including neighborhood street lights) ☐ No ☒ Yes
 If yes ...
 How much of the park could be lit? ☒ <25% ☐ 25-75% ☐ >75%
 Are the activity areas lit? ☐ All or most are lit ☐ About half ☒ None or few are lit
23. Is the **park monitored**? (e.g., volunteer or paid staff, patrolled by police, cameras, etc.) ☐ Unsure ☒ Yes
24. Are there **any emergency devices** in the park? (e.g., phone, button, emergency directions) ☐ No ☒ Yes
25. From the center of the park, how **visible is the surrounding neighborhood**? ☐ Fully ☒ Partially ☐ Not at all
26. Are there **road(s)** of any type through the park? ☒ No ☐ Yes
 If yes ... Are there traffic control mechanisms on the roads within the park? (e.g., crosswalk, stop light or sign, brick road, speed bumps, roundabouts) ☐ No ☐ Yes
27. Which of the following **park quality or safety concerns** are present in the park? (check all that are present)
☒ Graffiti (e.g., markings or paintings that reduce the visual quality of the area)
☐ Vandalism (e.g., damaged signs, buildings, equipment, etc.)
☐ Excessive litter (e.g., noticeable amounts of trash, broken glass, etc.)
☐ Excessive animal waste (e.g., noticeable amounts of dog waste)
☐ Excessive noise (e.g., noticeable sounds that are unpleasant or annoying)
☐ Poor maintenance (e.g., overgrown grass/weeds/bushes or lack of grass in green areas)
☒ Evidence of threatening persons or behaviors (e.g., gangs, alcohol/drug use)
☐ Dangerous spots in the park (e.g., abandoned building, pit/hole)
☐ Other _____
☐ None present
28. What **aesthetic (i.e., beautiful/pleasing) features** are present in the park? (check all that are present)
☒ Evidence of landscaping (e.g., flower beds, pruned bushes)
☒ Artistic feature (e.g., statue, sculpture, gazebo, fountain)
☐ Historical or educational feature (e.g., monument, nature display, educational signs, etc.)
☐ Wooded area (e.g., thick woods or dense trees)
☒ Trees throughout the park (e.g., scattered trees)
☐ Water feature (e.g., lake, stream, pond)
☒ Meadow (e.g., natural, tall grassy area)
☐ Other _____
☐ None present

Comments on Park Quality and Safety Issues:

Before you are finished, please make you have answered all questions in the tool.

About the Community Park Audit Tool

The Community Park Audit Tool (CPAT) was developed in 2010 in Kansas City, Missouri by Andrew Kaczynski (Kansas State University) and Sonja Wilhelm Stanis (University of Missouri) in collaboration with the City of Kansas City Missouri Parks and Recreation Department. Development of the CPAT was supported by a grant from Active Living Research, a national program of the Robert Wood Johnson Foundation.

COMMUNITY PARK AUDIT TOOL

Instructions

Before you begin, try to locate a map of the park. Next, review the CPAT training guide and audit tool. It is important to make sure each question and response is clear when you are marking your answer. Then, go to the park and fill out this audit tool. The tool (6 pages) is divided into four sections that focus on different parts of the park. Further instructions are at the top of each section.

Tips for Using the Community Park Audit Tool (CPAT)

- Drive, bike, or walk around the park to get a feel for what's in the park and the neighborhood around the park.
- Questions on the CPAT are grouped in sections in the order that you might come across them in a park. However, you may need to switch between sections or pages as you complete the park audit. Therefore, it is important to look through the tool before you begin.
- When you are finished, go back and make sure you have completed all the sections and questions.
- There is space at the end of each section where you can write down comments as you complete your audit. The margins or back of the page can be used to take notes, but make sure to transfer your comments into the answer spaces.
- If you see anything that requires immediate attention, contact the local parks department.

Section 1: Park Information

Park Name: University Park Observer Name or ID: Suzie Weber

Park Address/Location: _____

Were you able to locate a map for this park? ☒ No ☐ Yes

Was the park easy to find onsite? ☐ No ☐ Somewhat ☒ Yes

Date (m/d/yr): 1 / 20 / 25

Temperature: 42°F Weather: ☒ Clear ☐ Partly Cloudy ☐ Rain/Snow

Start Time: 3:50 am or pm (circle) End Time: 4:10 am or pm (circle) Length of visit: 20 min

Comments on Park Information:

Section 2: Access and Surrounding Neighborhood

This section asks about accessing the park and about the neighborhood surrounding the park. Several questions include follow-up responses if you answered yes. There are spaces for comments at the end of the section. **When thinking about the surrounding neighborhood, consider all areas that you can see from inside of the park.**

When rating the access and surrounding neighborhood, please use the following definition:

- **Useable:** everything necessary for use is present and nothing prevents use (e.g., sidewalks are passable)

1. Can the park be **accessed for use**? (e.g., not locked/fenced, available for activity, etc.) ☐ No ☒ Yes
2. Are there **signs** that state the following (could be same sign)? (check all that are present) ☐ None present

☒ Park name	☒ Park hours	☒ Park contact information	☐ Park/facility rental information
☒ Park rules	☐ Park map	☐ Rental equipment information	☐ Event/program information
3. How many **points of entry** does the park have? ☒ More than 5 (or park boundary is open) ☐ 2-5 ☐ Only 1
4. Is there a **public transit stop** within sight of the park? ☐ No ☒ Yes ~ may not be an active bus line stop
5. What types of **parking** are available for the park? (check all that are present)

☐ None	☐ Parking Lot	☒ On street parking	☒ Bike rack(s)
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6. Are there **sidewalks** on *any* roads bordering the park? (could be on opposite side of road) ☐ No ☐ Yes
 If yes ... Are they useable? ☐ All or most are useable ☒ About half ☐ None or few useable
 If yes ... Are there **curb cuts and/or ramps** on *any* sidewalks bordering or entering the park? ☐ No ☒ Yes
7. Is there an external **trail or path** connected to the park? ☐ No ☒ Yes
 If yes ... Is it useable? ☐ No ☒ Yes
8. Are there **bike routes** on *any* roads bordering the park? (check all that are present)

☐ None	☒ Marked bike lane	☐ Bike route sign	☐ Share the road signs/markers
-------------------------------	--	--	---
9. Are there nearby **traffic signals** on *any* roads bordering the park? (e.g., crosswalk, stop light/sign) ☐ No ☒ Yes
10. What are the main **land use(s)** around the park? (check all that apply) ☐ None present

☒ Residential	☐ Commercial	☐ Institutional (e.g., school)	☐ Industrial (e.g., warehouse)	☐ Natural
---	-------------------------------------	---	---	----------------------------------
11. Which of the following **safety or appearance concerns** are present in the **neighborhood surrounding the park**? (check all that are present in the surrounding neighborhood within sight on any side of the park)

☒ Poor lighting (e.g., low or no lighting on surrounding neighborhood streets)
☐ Graffiti (e.g., markings or paintings that reduce the visual quality of the area)
☐ Vandalism (e.g., damaged signs, vehicles, etc.)
☐ Excessive litter (e.g., noticeable amounts of trash, broken glass, etc.)
☒ Heavy traffic (e.g., steady flow of vehicles)
☒ Excessive noise (e.g., noticeable sounds that are unpleasant or annoying)
☐ Vacant or unfavorable buildings (e.g., abandoned houses, liquor store)
☐ Poorly maintained properties (e.g., overgrown grass, broken windows)
☐ Lack of eyes on the street (e.g., absence of people, no houses or store fronts)
☐ Evidence of threatening persons or behaviors (e.g., gangs, alcohol/drug use)
☒ Other <u>SUNA neighbors have raised concerns about people camping in their cars overnight parked near University Park.</u>
☐ None present

Comments on Access or Surrounding Neighborhood Issues: Neighborhood Sidewalks are extremely cracked and uneven. Sloped path to get into park is a very steep grade — not ADA compliant.

Section 3: Park Activity Areas

This section asks about the activity areas in the park. For each activity area type:

1. **First, mark the number (#) of areas that are present in the park** (if none, write "0").
2. Then, respond to questions about **up to three** of those activity areas. If there are more than three areas for a specific activity area type, **rate the first three you come across during the audit**. If there were no activity areas of that type present in the park, move on to the next type.
3. Finally, use the space provided to note any additional comments about each type of activity area.

When rating the activity areas, please use the following definitions:

- **Useable:** everything necessary for use is present (excluding portable equipment - rackets, balls, etc.) and nothing prevents use (e.g., are there nets up for tennis courts, goals for sport fields, are trails passable, etc.)
- **Good condition:** looks clean and maintained (e.g., minimal rust, graffiti, broken parts; even surface; etc.)

12. Activity Areas	# of Areas	Area 1		Area 2		Area 3	
a. Playground	(# : <u> 1 </u>)						
Useable		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☒ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Distinct areas for different age groups		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Colorful equipment (i.e., 3+ colors)		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Shade cover for some (25%+) of the area		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Benches in/surrounding area		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Fence around area (i.e., half or more)		☒ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Separation or distance from road		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
b. Sport Field (football/soccer)	(# : <u> </u>)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
c. Baseball Field	(# : <u> 1 </u>)						
Useable		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
d. Swimming Pool	(# : <u> 1 </u>)						
Useable		☒ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☒ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
e. Splash Pad	(# : <u> </u>)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
f. Basketball Court	(# : <u> 1 </u>)						
Useable		☐ No	☒ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☒ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							
g. Tennis Court	(# : <u> </u>)						
Useable		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Good condition		☐ No	☐ Yes	☐ No	☐ Yes	☐ No	☐ Yes
Comments:							

Activity Areas	# of Areas	Area 1	Area 2	Area 3
h. Volleyball Court Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
i. Trail Useable Good condition Connected to activity areas Distance markers/sign Benches along trail What is the trail surface? (<i>check one</i>) Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ Paved ☐ Crushed stone ☐ Dirt/mulch	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ Paved ☐ Crushed stone ☐ Dirt/mulch	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes ☐ Paved ☐ Crushed stone ☐ Dirt/mulch
j. Fitness Equipment/Stations Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
k. Skate Park Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
l. Off-Leash Dog Park Useable Good condition Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
m. Open/Green Space Useable Good condition Comments:	(# : <u>2</u>)	☐ No ☒ Yes ☐ No ☒ Yes	☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes
n. Lake Useable Good condition Is there a designated swimming area? Comments:	(# : _____)	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes	☐ No ☐ Yes ☐ No ☐ Yes ☐ No ☐ Yes
o. Other (<i>fill in a type description for each</i>) Useable Good condition Comments:		<u>Performance Area</u> ☐ No ☒ Yes ☐ No ☒ Yes	<u>Covered Picnic Area</u> ☐ No ☒ Yes ☐ No ☒ Yes	<u>Little Free Library</u> ☐ No ☒ Yes ☐ No ☒ Yes
Comments on Park Activity Areas:				

Section 4: Park Quality and Safety

This section asks about factors related to comfort and safety when using the park. Several questions include follow-up responses if you answered yes. There are spaces for comments at the end of the section.

When rating the quality and safety features of the park, please use the following definitions:

- **Useable:** everything necessary for use is present and nothing prevents use (e.g., can get into restrooms, drinking fountains work, etc.)
- **Good condition:** looks clean and maintained (e.g., minimal rust, graffiti, broken parts; etc.)

13. Are there public **restroom(s)** or **portable toilet(s)** at the park? ☐ No ☒ Yes

If yes ...

- Are the restroom(s) useable? ☐ All or most are useable ☐ About half ☒ None or few are useable *Closed for winter*
- Are they in good condition? ☐ All or most in good condition ☒ About half ☐ None or few in good condition
- Is there a family restroom? ☒ No ☐ Yes
- Is there a baby change station in any restroom? ☒ No ☐ Yes

14. Are there **drinking fountain(s)** at the park? ☐ No ☒ Yes

If yes ...

- How many different fountains are there? (i.e., units, not spouts) 1
- Are the fountains useable? ☐ All or most are useable ☐ About half ☒ None or few are useable *Closed for winter*
- Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition
- Are they near activity areas? ☒ All or most are near ☐ About half ☐ None or few are near

15. Are there **bench(es)** to sit on in the park? ☐ No ☒ Yes

If yes ...

- Are the benches useable? ☒ All or most are useable ☐ About half ☐ None or few are useable
- Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition

16. Are there **picnic table(s)** in the park? ☐ No ☒ Yes

If yes ...

- Are the tables useable? ☒ All or most are useable ☐ About half ☐ None or few are useable
- Are they in good condition? ☒ All or most in good condition ☐ About half ☐ None or few in good condition
- Is there a picnic shelter in the park? ☐ No ☒ Yes
- Is there a grill or fire pit in the park? ☒ No ☐ Yes

17. Are there **trash cans** in the park? ☐ No ☒ Yes

If yes ...

- Are they overflowing with trash? ☐ All or most overflowing ☐ About half ☒ None or few overflowing
- Are they near activity areas? ☒ All or most are near ☐ About half ☐ None or few are near
- Are recycling containers provided? ☒ No ☐ Yes

18. Is there **food/vending machines** available in the park? ☒ No ☐ Yes

If yes ...

- Are fruits and/or vegetables available in the park? ☒ No ☐ Yes

19. If the sun was directly overhead, how much of the park would be **shaded**? ☐ <25% ☒ 25-75% ☐ >75%

20. Are there **rules posted about animals** in the park? (e.g., dogs must be leashed)? ☐ No ☒ Yes

21. Is there a place to get **dog waste pick up bags** in the park? ☐ No ☒ Yes

If yes ... Are bags available at any of the locations? ☐ No ☒ Yes

22. Are there **lights** in the park? (not including neighborhood street lights) ☐ No ☒ Yes
 If yes ...
 How much of the park could be lit? ☒ <25% ☐ 25-75% ☐ >75%
 Are the activity areas lit? ☐ All or most are lit ☒ About half ☐ None or few are lit
23. Is the **park monitored**? (e.g., volunteer or paid staff, patrolled by police, cameras, etc.) ☐ Unsure ☒ Yes
24. Are there **any emergency devices** in the park? (e.g., phone, button, emergency directions) ☒ No ☐ Yes
25. From the center of the park, how **visible is the surrounding neighborhood**? ☐ Fully ☒ Partially ☐ Not at all
26. Are there **road(s)** of any type through the park? ☒ No ☐ Yes
 If yes ... Are there traffic control mechanisms on the roads within the park? (e.g., crosswalk, stop light or sign, brick road, speed bumps, roundabouts) ☐ No ☐ Yes
27. Which of the following **park quality or safety concerns** are present in the park? (check all that are present)
- ☐ Graffiti (e.g., markings or paintings that reduce the visual quality of the area)
 - ☐ Vandalism (e.g., damaged signs, buildings, equipment, etc.)
 - ☐ Excessive litter (e.g., noticeable amounts of trash, broken glass, etc.)
 - ☐ Excessive animal waste (e.g., noticeable amounts of dog waste)
 - ☐ Excessive noise (e.g., noticeable sounds that are unpleasant or annoying)
 - ☒ Poor maintenance (e.g., overgrown grass/weeds/bushes or lack of grass in green areas)
 - ☐ Evidence of threatening persons or behaviors (e.g., gangs, alcohol/drug use)
 - ☐ Dangerous spots in the park (e.g., abandoned building, pit/hole)
 - ☒ Other Uneven pavement on basketball court; out-of-commission wading pool
 - ☐ None present
28. What **aesthetic (i.e., beautiful/pleasing) features** are present in the park? (check all that are present)
- ☒ Evidence of landscaping (e.g., flower beds, pruned bushes)
 - ☒ Artistic feature (e.g., statue, sculpture, gazebo, fountain)
 - ☐ Historical or educational feature (e.g., monument, nature display, educational signs, etc.)
 - ☐ Wooded area (e.g., thick woods or dense trees)
 - ☒ Trees throughout the park (e.g., scattered trees)
 - ☐ Water feature (e.g., lake, stream, pond)
 - ☐ Meadow (e.g., natural, tall grassy area)
 - ☐ Other _____
 - ☐ None present

Comments on Park Quality and Safety Issues:

Before you are finished, please make you have answered all questions in the tool.

About the Community Park Audit Tool

The Community Park Audit Tool (CPAT) was developed in 2010 in Kansas City, Missouri by Andrew Kaczynski (Kansas State University) and Sonja Wilhelm Stanis (University of Missouri) in collaboration with the City of Kansas City Missouri Parks and Recreation Department. Development of the CPAT was supported by a grant from Active Living Research, a national program of the Robert Wood Johnson Foundation.