

**CONNECTICUT STATE DEPARTMENT OF EDUCATION (SDE)
BUREAU OF SCHOOL FACILITIES (BSF)**

PLAY EQUIPMENT

GENERAL

1. Refer to all sections of this manual for document preparation, document submission, administrative and code requirements not specifically noted within this section. Playground equipment may be submitted as part of the construction phase of a project or as a separate phase.
2. Refer to all sections of the following documents:
 1. BSF Master List for Play Equipment.
 2. *Public Playground Safety Handbook (Pub. # 325 April 2008)* - The U.S Consumer Product Safety Commission (CPSC) referenced by the Connecticut Department of Consumer Protection Regulations.
 3. *The Americans with Disabilities Act Accessibility Guidelines (ADAAG); Play Areas*-Federal Register October 18, 2000 / Final Rule.
 4. *ASTM Standards* -- The American Society for Testing and Materials, referenced by the *Public Playground Safety Handbook* and *ADAAG; Play Areas*.
3. Refer to supplemental PREP meeting hand out package for format and graphic examples.

DOCUMENT SUBMISSION

1. Submit play equipment (and area surfacing) as a separate phase.
2. Provide a completed BUREAU OF SCHOOL FACILITIES Plan Review Checklist for Play Equipment.
3. Identify for which age groups the equipment is intended. If more than one age group is expected to use the equipment, identify the intended age group for each area, and provide adequate separations, barricades, or buffer zones as required. Provide appropriate signage to identify the age group for each area (Pre-school = 2 to 5 years, School Age = 5 to 12 years).
4. Provide a complete list of all components to be incorporated in the play area, identifying the activity type of each component (i.e. climbing, pretending etc.). Include a breakdown of the ground-level and elevated components. Further identify the accessible components and the inaccessible components in SDE format.
5. Show the accessible route to the play area as well as within the play area and to the elevated components. Connect entry and exit points of elevated play components.