

**BUREAU OF SCHOOL FACILITIES MASTER LIST
FOR PLAY EQUIPMENT**

THIS DOCUMENT IS ADVISORY ONLY, AND IS NOT INTENDED TO REPLACE OR BE ALL-INCLUSIVE OF ANY LOCAL, STATE OR FEDERAL REQUIREMENTS AND GUIDELINES. IT IS A COMBINATION OF ITEMS DRAWN FROM APPLICABLE STATE AND FEDERAL GUIDELINES AS THEY PERTAIN TO CONNECTICUT SCHOOL K THROUGH 12 PLAYGROUNDS. THIS DOCUMENT CAN BE EFFECTIVELY USED AS A CHECKLIST FOR DEVELOPING OR REVIEWING CONSTRUCTION DOCUMENTS AND IS SUBJECT TO REVISIONS.

LEGEND

- (PPSH) *Public Playground Safety Handbook (Pub. # 325 April 2008) – U.S. Consumer Product Safety Commission, as referenced by the Connecticut Department of Consumer Protection*
- (ADAAGPL) *The Americans with Disabilities Act Accessibility Guidelines; Play Areas – Federal Register April 30, 1998 / Proposed Rules*
- (ASTM) *The American Society for testing and materials F 1487- Standard Consumer Safety Performance Specification for Playground Equipment for Public Use*
- (ADAAG) *The Americans with Disabilities Act Accessibility Guidelines;*
- (UFAS) *Uniform Federal Accessibility Standards*

1. Surfacing
2.4, Table 2, and Figure 1 (PPSH)
15.6.7, 2.3.2.1 (ADAAGPL)
9.1.1 (ASTM)
2. Fall Heights
1.8, 5.3 (PPSH)
9.1.1 (ASTM)
3. Use Zones
1.8, 5.3 (PPSH)
9 (ASTM)
4. Layout, design, installation, maintenance, and materials
2 (PPSH)
4, 5, 9, 11, 12, 13 (ASTM)
5. General hazards
3 (PPSH)
6 (ASTM)
6. Entrapment
3.3 (PPSH)
6.1 (ASTM)

7. Stairways and ladders
5.2.1, and Table 6 (PPSH)
7.2 (ASTM)
8. Handrails
5.2.3 (PPSH)
15.6.4.5 (ADAAGPL)
7.2.6 (ASTM)
9. Platforms, guardrails, and protective barriers
5.1 (PPSH)
7.5 (ASTM)
10. Major types of equipment
5.3 (PPSH)
8 (ASTM)
11. Ground level play components
15.6.2 (ADAAGPL)
12. Elevated play components
15.6.3 (ADAAGPL)
13. Accessible routes
15.6.4 (ADAAGPL)
4.3 (ADAAG)
4.3 (UFAS)
14. Ramps
15.6.4.4 (ADAAGPL)
15. Transfer systems
15.6.5 (ADAAGPL)
16. Maneuvering space
15.6.6.1 (ADAAGPL)
17. Reach ranges
15.6.6 and appendix table (ADAAGPL)
18. Entry points and seats
15.6.6.4 (ADAAGPL)