

# GOAL: Develop & Adopt Universal Design Guidelines for Parks

## DPR + Department of Aging & Disabilities

7/23/2024 Board Motion by Supervisors Hahn and Barger:  
*Addressing Accessibility and Inclusion at LA County Parks*



## ADA versus UNIVERSAL DESIGN

### ADA

- **MINIMUM COMPLIANCE TO COVER BASIC ACCESS & CIVIL RIGHTS**
- Enforces legal rights to access public spaces for disabled communities.
- The standards focus mostly on wheelchair users and low-vision users.
- Focuses heavily on buildings & interiors.

### UD

- **A CONSCIOUS CHOICE THAT DOES MORE THAN JUST THE MINIMUM**
- Makes environments usable by all people as best possible, without “extras”
- As effortless as possible to use.
- Useable to worldwide users regardless of age, language, culture, or physical ability.







**FDR Four Freedoms Park, Roosevelt Island, NYC**





**Clinton Cove at Hudson River Park, New York**



# 7 UD Principles

1. Equitable Use
2. Flexibility in Use
3. Simple & Intuitive Use
4. Perceptible Information
5. Tolerance for Error
6. Low Physical Effort
7. Size & Space for Approach & Use

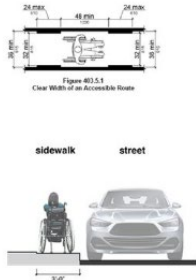


Gallery of Lower Sproul Redevelopment, Berkeley CA

# Step 1.

Begin with the bare minimum – ADA request 36" for accessible routes.

## accessible public pathway

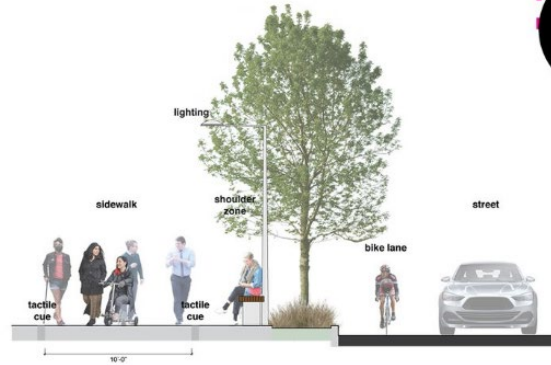


quantitative  
bare minimum

# Step 2.

Integrate the 7 principles from Universal Design

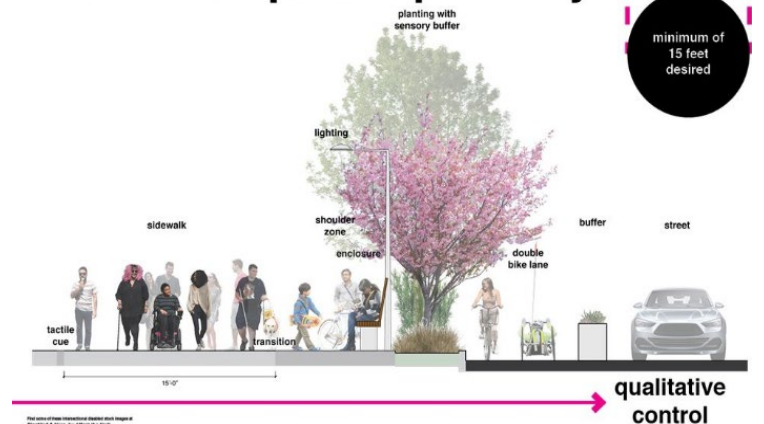
## accessible public pathway



# Step 3.

Integrate feedback from disabled community members.

## accessible public pathway



qualitative  
control

“ Universal Design is still not a one-size-fits-all approach. This should not be the goal because it’s virtually impossible to design with every single person’s needs in mind, but we can definitely meet more people’s needs than we currently are, today, by challenging our assumptions about access.”

# UD Guidelines for Walkways in Parks

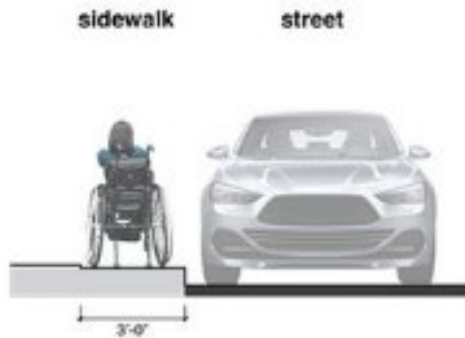
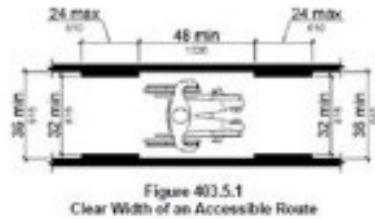
UD Principles		How the principle can apply to walkway design for parks
Equitable Use	WK1	Clear park entrances with connections to the street
Flexibility in Use	WK2	Opportunities to rest with accessible seating in a variety of locations in both sun and shade
Simple & Intuitive Use	WK3	Previewing spaces and sightlines; Ease of access to restrooms
Perceptible Information	WK4	Consistent wayfinding; Create visual patterns (e.g. trees, planting)
Tolerance for Error	WK5	Textured and/or high contrast at transitions and intersections; Well lit; Buffer from vehicles; Curbs at edges
Low Physical Effort	WK6	Minimize the need for ramps with handrails and stairs
Size & Space for Approach & Use	WK7	Wider pathways for conversation and circulation (e.g. $\geq 10\text{ft}$ )



# UD Guidelines for Walkways in Parks

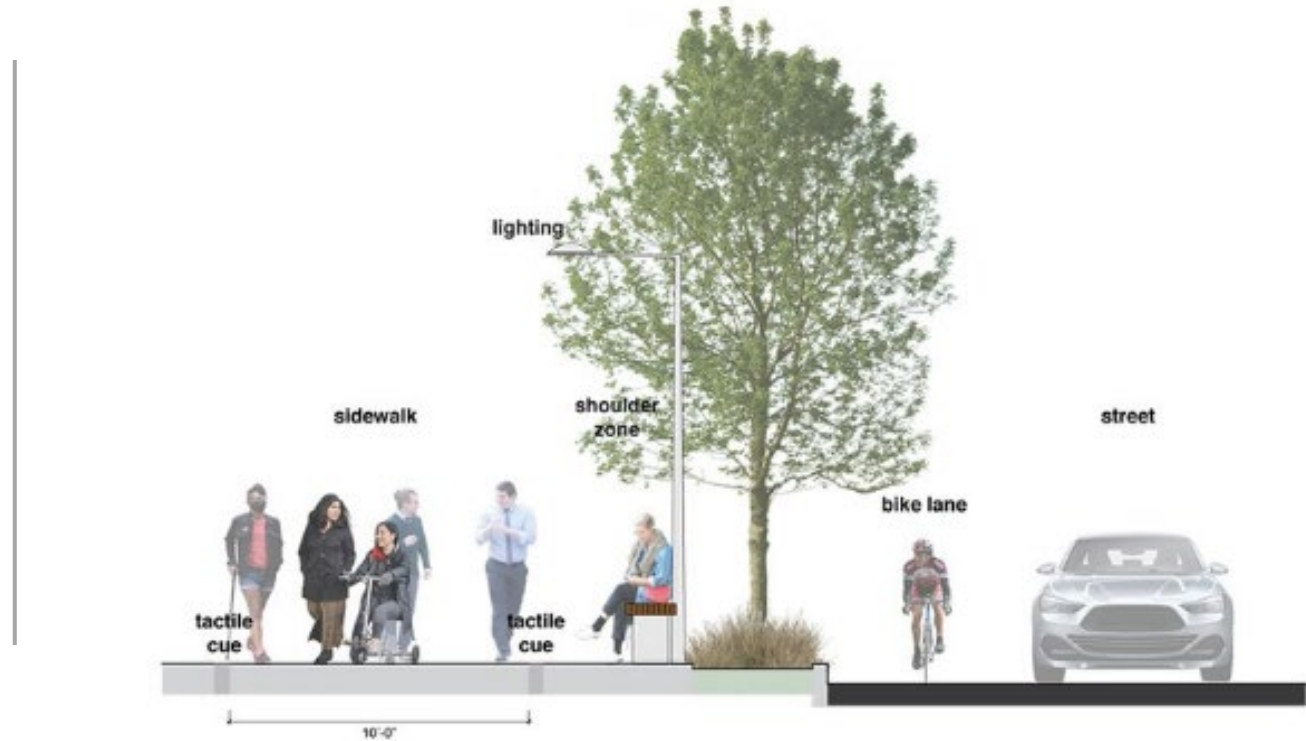
## ADA

Begin with the bare minimum, ADA requires 36" for accessible routes.



## UD

Integrate the 7 principles from Universal Design



# Playgrounds: Low Physical Effort

PG6

Adjustable or varied heights and reaches of equipment

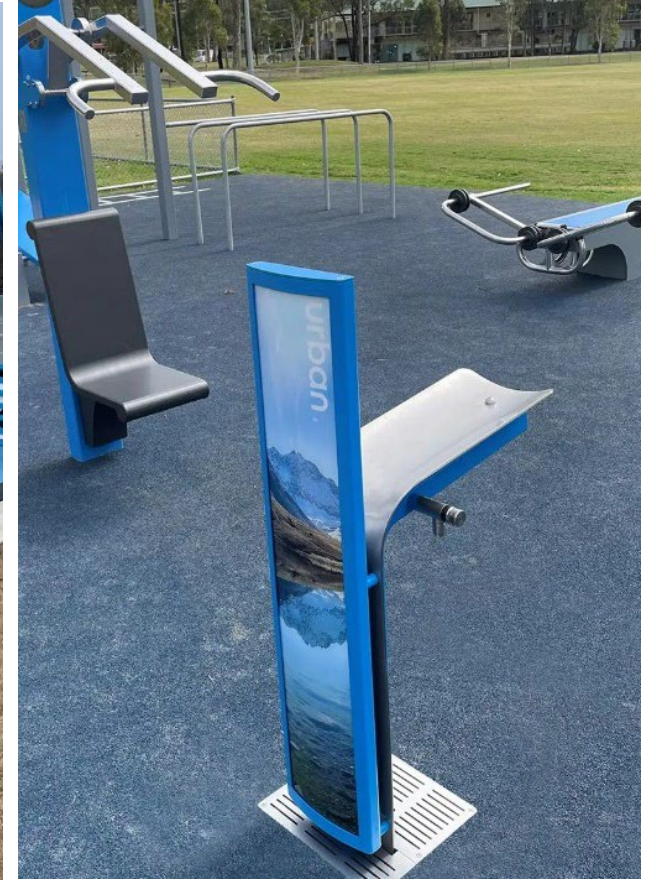




# Fitness Zones: Equitable Use

FZ1

Variety of features/equipment for all user groups; In proximity to a hydration station





# Splash Pads: Low Physical Effort

SP6

Water features at accessible reach with varying heights and positions





# UD Guidelines for Parks – Comment Resolution

- Guidelines MUST allow for flexibility with interpreting UD principles
  - Avoid prescriptive guidelines (e.g. all walkways shall be a minimum of 10ft wide)
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**11. Comment:** Accessibility for hard of hearing people and deaf people and closed captions and things along those lines to make communication easier. What is being proposed in regard to that?

Response: The UD guidelines proposes to add more visual and/or auditory signals for announcements and game alerts, running announcement boards, horns, and lights. See page 104, section Sport Courts & Fields – Perceptible Information.