



REPORT TO THE CITY OF SCOTTS VALLEY

Section 8: Scotts Valley Dog Park

December 4, 2015

Legend of Abbreviations

aff...	Above the finished ground
AR...	Accessible Route
CIL...	Change in Level
CFS...	Clear Floor Space
CGS...	Clear Ground Space
EPC...	Elevated Play Component
GLPC...	Ground Level Play Component

Background

The RAC staff visited Scotts Valley Dog Park to conduct an access audit. The findings are below.

There are three format additions in this report. We included cells for these items: responsible employee (required by regulation), progress towards completion (best practice), and date of completion (required by regulation). We have added the projected costs of work as a best practice, and costs are found in the transition grid.

- 1.1 Parking** – [\[CHECKLIST\]](#) lacks accessible aisles [SDP13](#); lacks accessible van stall (checklist); paint and striping incorrect [SDP14](#); signage non-compliant and mounted too low [SDP15](#); CIL to mulch and gravel [SDP17](#); stalls obstruct adjacent accessible routes (checklist)

Recommendations (Scotts Valley Dog Park is a site designated as accessible so 1.1.1 through 1.1.7 is integral to compliance with title II program access test):

- 1.1.1 **Repaint** stalls to be 18’ long and 9’ wide and access aisles 5’ each with a high quality blue paint (SDP13)
- 1.1.2 **Add one van parking sign** to one accessible stall and repaint stall and access aisle to 12’ and 5’ or 9’ and 8’ (checklist)
- 1.1.3 **Paint access aisles** with diagonal lines spaced 36” on center in a contrasting color to the surface and “NO PARKING” painted on aisle, min of 12” high (SDP14)
- 1.1.4 **Paint stall** with the symbol of access 36” by 36” and centered in space (checklist)
- 1.1.5 **Acquire and mount** at appropriate heights and locations accessible parking signs for all the stalls (SDP15)
- 1.1.6 **Repair, bevel, or ramp** CIL from parking to AR (SDP17)
- 1.1.7 **Reconfigure** stall placement to avoid cars blocking adjacent AR (checklist)

Responsible Employee	Progress Towards Completion	Recommended Phase
Kristin Ard Division Manager 831/438-3251	(insert periodic notes regarding steps taken or work completed)	PHASE TWO

- 1.2 Exterior Accessible Route** - not applicable
- 1.3 Playground Designated Entry** - not applicable
- 1.4 Playground Surface/Accessible Route within** - not applicable
- 1.5 Transfer System** - not applicable
- 1.6 Ramps** - not applicable

- 1.7 **Elevated Play Components** - not applicable
- 1.8 **Ground Level Play Components** - not applicable
- 1.9 **Sand box/Play tables** - not applicable
- 1.10 **Park Site** - [\[CHECKLIST\]](#)

Information sign: lacks AR to element [SDP5](#)

Dog Park (2): non-compliant AR loose gravel/dirt (checklist); latch 51" aff [SDP2](#), [SDP3](#) and requires reach over gate; unable to enter large dog park due to dirt buildup at gate [SDP7](#); tables and chairs in mulch [SDP8](#), [SDP9](#), [SDP12](#); water spigot not on AR in both [SDP10](#)

Recommendations (Scotts Valley Dog Park is a site designated as accessible so 1.10.1 through 1.10.5 is integral to compliance with title II program access test):

- 1.10.1 **Create AR** with crushed and compacted stone or similar outdoor material from parking or sidewalk to information sign (SDP5)
- 1.10.2 **Create AR** with crushed and compacted stone or similar outdoor material from parking or sidewalk to dog park (checklist)
- 1.10.3 **Replace surface** in dog park with crushed and compacted stone or similar outdoor material (SDP8, SDP9, SDP12, SDP10)
- 1.10.4 **Lower latch** at dog park to max 48" aff and assure it is accessible from both sides of the gate (SDP2, SDP3)
- 1.10.5 **Maintain** entries at dog park to be free of build-up (SDP7)

Responsible Employee	Progress Towards Completion	Recommended Phase
Kristin Ard Division Manager 831/438-3251	(insert periodic notes regarding steps taken or work completed)	PHASE TWO

- 1.11 **Shelters/Picnic Areas** - not applicable
- 1.12 **Park Buildings** - not applicable
- 1.13 **Other** - not applicable

CITY OF SCOTTS VALLEY SCOTTS VALLEY DOG PARK