

Disabled Children and Commercial Playground Equipment article



Play is an important part of your child's physical, social, intellectual and emotional development," according to KidsHealth.org. Today's leading playground manufacturers believe that children of all ages and disabilities should enjoy the same quality playground experience. This is why they work hard to comply with ADA requirements and safety guidelines.

Safety experts suggest that the safest surfacing for playgrounds is either wood chips or rubber surfacing. However, wood chips do not provide a sturdy enough surface for wheelchairs to maneuver. ASTM standards state that for wheelchair access, surfaces are required to be "firm, stable, and slip resistant" as specified in

tant" as specified in ADAAG. This is why leading playground manufacturers specializes in SofTile surfacing, a surface that is durable enough to withstand weather and wear, soft enough to cushion, and sturdy enough to provide easy wheelchair access. We supply and install ADA compatible ramps so that your playground can be fully accessible to those

those disabled. We also offer a large variety of playground equipment which we can personalize and combine to meet your unique needs. We supply ground level play components, such as swings and stand alone climbers, to accommodate ground play for disabled children. Our elevated play components also meet ADA requirements by being wheelchair accessible.

If you have any question feel free to call us at 877.752.9797 and a customer service representative will be happy to help

Many site furnishings also meet ADA standards. Today's leading playground manufacturers now offer ADA compliant picnic tables that provide easy wheelchair access at both ends, as well as rounded corners for added safety. When possible,

possible, they try to exceed the ADA guidelines to provide increased accessibility and opportunities. Today's leading playground manufacturers strive to give all children a fulfilling, educational, fun, and overall safe environment in which to play.

