**Playground Inspection, LMC Model Form**

*League staff thoughtfully develops models for a city’s consideration. Models should be customized as appropriate for an individual city’s circumstances in consultation with the city’s attorney. Helpful background information on this model may be found in the Information Memo* [*“Parks and Recreation Loss Control Guide”*](https://www.lmc.org/resources/park-and-recreation-loss-control-guide/)*.*

**PLAYGROUND INSPECTION**

PARK/FACILITY: \_\_\_\_\_\_\_ DATE: \_\_\_\_\_\_\_

INSPECTED BY: \_\_\_\_\_\_\_ TIME: \_\_\_\_\_\_\_

**OK IF NOT OK, COMMENTS OR ACTION TO BE TAKEN**

PLAYGROUND SURFACE AREA

1. Footings exposed, cracked or loose in ground (\_\_)

2. Poor drainage areas (\_\_)

3. Inadequate safety surface material (\_\_)

4. Safety surface depth sufficient (12”) (\_\_)

5. Does safety surface comply with ADA (\_\_) Yes (\_\_) No (\_\_) Don’t Know

6. Fall zones not per CPSC ((6’ perimeter all directions) (\_\_)

7. Trip hazards, tree roots or rocks in play area (\_\_)

8. Broken glass, trash or foreign objects in play area (\_\_)

9. General condition/appearance of play area (\_\_) Good (\_\_) Fair (\_\_) Poor

PLAY STRUCTURES

1. Broken supports or anchors (\_\_)

2. Pipe ends missing plugs or caps (\_\_)

3. Broken or missing rails/rungs/steps (\_\_)

4. Protruding bolt heads or threads (\_\_)

5. Loose, missing, worn or rusted bolts, nuts, or

other fasteners (\_\_)

6. Broken clamps (\_\_) 7. Peeling or chipped paint (\_\_)

8. Entrapment, pinch or crush points (\_\_)

9. Vinyl coated decks/platforms/steps have

visible cracks or peeling (\_\_)

10. Excessive wear of any component/slide/part (\_\_)

11. Splintered/checking or warped wood (\_\_)

12. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor

SWINGS

1. Broken, twisted, worn, rusted chain (\_\_)

2. Inadequate (non-commercial/ “4-0”) chain (\_\_)

3. Worn, rusted or broken swing hangers (\_\_)

4. Open worn or rusted “S” hooks (\_\_)

5. Grommets show wear or rust (\_\_)

6. Missing, worn or cracked swing seats (\_\_)

7. Inadequate fall zone around swings (\_\_)

8. Swing frame damaged (\_\_)

9. Swing frame loose in footing (\_\_)

10. Swing chain wrapped around top rail (\_\_)

11. Safety surface worn or scattered (\_\_) 12. Loose, missing or protruding bolts (\_\_) 13. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor

SLIDES

1. Slide bedways have any imperfections (\_\_)

2. Handrails loose or missing (\_\_)

3. Steps broken or missing, or flaws/cracks (\_\_)

4. Sit-down transition platform present (\_\_)

5. Safety rails or sit-down canopy at bedway

entry present (\_\_)

6. Slide exit parallel to ground (\_\_)

7. Safety surface at slide exit worn away (\_\_)

8. Fall Zone adequate on all sides (\_\_) 9. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor

TIRE SWING

1. Swing header too short (\_\_)

2. Swing assembly exposed (boot missing) (\_\_)

3. “S” hooks or chains defective (\_\_)

4. Tire worn, cut or broken (\_\_) 5. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor

FREESTANDING CLIMBERS / MONKEY BARS

1. Not free-fall design (\_\_)

2. Loose or broken rails or rungs (\_\_)

3. Need painting (\_\_)

4. Missing bolts or fasteners (\_\_)

5. Adequate safety surface and fall zone (\_\_)

6. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor

WHIRLS / MERRY-GO-ROUND

1. Loose or missing fasteners (\_\_)

2. Handrails secure (\_\_)

3. Deck sections and center plate secure (\_\_)

4. Underside of deck edge sharp (\_\_)

5. Bearings worn/need replacing (\_\_)

6. Whirl stable (\_\_)

7. Rut around whirl (\_\_)

8. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor

SPRING RIDERS

1. Coil or “C” Spring loose (\_\_)

2. Coil or “C” Spring broken (\_\_)

3. Spring Rider Broken (\_\_)

4. General condition/appearance? (\_\_) Good (\_\_) Fair (\_\_) Poor

SEE-SAW / TEETER-TOTTER

1. See-Saw board loose (\_\_)

2. See-Saw board broken (\_\_)

3. See-Saw seats or handles missing (\_\_)

4. Adequate cushioning under seats area (\_\_)

5. General condition/appearance (\_\_) Good (\_\_) Fair (\_\_) Poor