

EAPRS SCORING CODEBOOK

Full p1, Abbreviated p45, Mini p57

Full scoring

Section A1-6 – Paved trails

Item	Description	Scoring
Aa13	Trail condition	1=poor 2=fair 3=excellent
Aa15	Trail cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Saa11	Trail presence	0=no 1=yes
Saa62	Trail length, trichotomized and weighted	1= 0-0.5 miles 3=0.6-1 mile 5=1.1-highest
Aa14	Trail width	1=<2ft 2=2-5ft 3=>5ft
Aa16	Trail flatness	1=significant incline/decline 2=some incline/decline 3=completely flat
Aa17	Trail continuity	0=no 1=yes
Aa18	Trail clear from obstruction	1=not at all 2=somewhat 3=mostly to extremely
Aa19	Trail coverage/shade	1=poor 2=fair 3=excellent
Aa110	Trail dividing-line stripe	0=no 1=yes
Scorea1, paved trail existence and surface	Max score 44. Condition and cleanliness multiplied by length, then summed with width, flatness, continuity, clear, coverage, dividing line. scorea1=sum(((aa13+aa15)*(saa11*saa62),aa14,aa16,aa17,aa18,aa19,aa110)	
Aa22	Signage visibility	1=not at all 2=somewhat

		3=mostly to extremely
Aa23	Signage condition	1=poor 2=fair 3=excellent
Aa24	Signage content - uses	0=no 1=yes
Aa25	Signage content – warnings	0=no 1=yes
Aa26	Signage content – distances	0=no 1=yes
Aa27	Signage content – trail name	0=no 1=yes
Aa28	Signage colorful	0=no 1=yes
Aa29	Signage trail map	0=no 1=yes
Aa210	Signage distance markings	0=no 1=yes
Aa211	Signage convergence	0=no 1=yes
Scorea2, paved trail signage	Sum of above items. Max score 14. scorea2=sum(aa22,aa23,aa24,aa25,aa26,aa27,aa28,aa29,aa210,aa211)	
Aa33_score	Number of benches, all materials summed and put into a 5-point scale	0=0 1=1 2=2-5 3=6-10 4=>10
Aa34_score	Number of tables, all materials summed and put into a 5-point scale	0=0 1=1 2=2-5 3=6-10 4=>10
Aa35	Seating condition	1=poor 2=fair 3=excellent
Aa36	Seating comfort	1=poor 2=fair 3=excellent
Aa37	Seating landscaping	0=no 1=yes
Aa38	Seating cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Aa39	Seat width	1=<1ft

Commented [c1]: The original categories were summed (not the number of benches), so the recodes of these do not make sense. For aa33w/m/p/c: 0=0, 1=1, 2=2-5, 3=6-10, 4=11+

compute sumaa33=sum(aa33w, aa33m, aa33p, aa33c).
execute.

recode
sumaa33
(0=0) (1=1) (2 thru 5=2) (6 thru 10=3) (11 thru highest=4) INTO
aa33_score.
execute.

Proposal – create sumaa33 – Range could be from 0-16. How to recode?

Commented [c2]: See above

		2=1-2ft 3=>2ft
Aa310	Seating coverage/shade	1=poor 2=fair 3=excellent
Scorea3, paved trail seating	Sum of above. Max score 24. scorea3=sum(aa33_score, aa34_score, aa35,aa36,aa37,aa38,aa39,aa310)	
Aa41	Trail access points, #	1=1 2=2-4 3=5-9 4=10-20 5=>20
A4park_prox	Parking proximity, dichotomized	1=0-100ft 0=101+ft
A4entrance_prox	Entrance proximity, dichotomized	1=0-100ft 0=101+ft
Aa44	Bollards/other barriers	0=no 1=yes
Aa45	Steps, flipped in subscale	1=no 0=yes
Aa46	Paved path to trail	0=no 1=yes
Scorea4, paved trail access	Sum of above. Max score 10. scorea4=sum(aa41,a4park_prox,a4entrance_prox,aa44,(1-aa45),aa46)	
Aa51	Trail openness/visibility	1=not at all 2=somewhat 3=mostly to extremely
Aa52	Playground presence	0=no 1=yes
Aa53	Open restrooms	0=no 1=yes
A5restroom_prox	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Aa55	Drinking fountain	0=no 1=yes
A5drinking_prox	Drinking fountain proximity, dichotomized	1=0-100ft 0=101+ft
Aa57	Lighting	0=no 1=yes
Aa58	Percent lit	1=0-33% 2=34-66% 3=67-100%
Aa59	Working call boxes/phones	0=no 1=yes
Aa510	Automotive crossing, flipped in subscale	1=no 0=yes

Commented [c3]: Including both presence and proximity weights this item

Commented [c4]: Including both presence and proximity weights this item

Aa511	All of trail separate from active areas	0=no 1=yes
Aa512	Animal waste cleanup	0=no 1=yes
Scorea5, paved trail safety/comfort	Sum of above. Max score 16. Scorea5=sum(aa51,aa52,aa53,a5restroom_prox,aa55,a5drinking_prox,aa57,aa58,aa59,(1-aa510),aa511,aa512).	
Aa61lo	Loop layout	0=no 1=yes
Aa61li	Linear layout	0=no 1=yes
A6length	Paved trail length, put into 5 point scale	1= 0.5 mile 2=1-1.5 miles 3=2-2.5 miles 4=3-4.5 miles 5=5+ miles
A6loop	Number of loop trails	0=0 1=1 2=2 3=3 4=4 5=5+
A6linear	Number of linear trails	0=0 1=1 2=2 3=3 4=4 5=5+
Aa65	Bordering aesthetics	1=poor 2=fair 3=excellent
Aa66	Water element present	0=no 1=yes
A6water_prox	Water proximity, dichotomized	1=0-100ft 0=101+ft
Aa68	Trash cans	0=no 1=yes
Aa69	Fitness stations	0=no 1=yes
Scorea6, paved trail other aspects	Sum of above. Max score 24. scorea6=sum(aa61lo,aa61li,a6length,a6loop,a6linear,aa65,aa66,a6water_prox,aa68,aa69)	
Paved trail OVERALL SCORE	paved_trails_overall_score=sum.1(scorea1,scorea2,scorea3,scorea4,scorea5,scorea6). Max score 132.	

Commented [c5]: Including both the presence and number (below) weights this item for both loops and linear trails.

Commented [c6]: This scoring leaves out cases which fall between the categories. Propose extending categories to 0.5mi, 0.6-1.5, 1.6-2.5, 2.6-4.5, 4.6+?

Commented [c7]: Including both presence and proximity weights this item

Commented [c8]: What does this mean?

Item	Description	Scoring
saa72	Unpaved trail material, dichotomized and weighted	0=dirt/sand or grass 3=gravel or mulch/wood chip
Aa73	Unpaved trail condition	1=poor 2=fair 3=excellent
Aa75	Trail presence	0=no 1=yes
Saa122	Trail length, trichotomized	1= 0-0.5 miles 2=0.6-1 mile 3=1.1-highest
Aa71	Unpaved trail presence	0=no 1=yes
Aa74	Trail width	1=<2ft 2=2-5ft 3=>5ft
Aa76	Trail flatness	1=significant incline/decline 2=some incline/decline 3=completely flat
Aa77	Trail continuity	0=no 1=yes
Aa78	Trail clear from obstruction	1=not at all 2=somewhat 3=mostly to extremely
Aa79	Trail coverage/shade	1=poor 2=fair 3=excellent
Scorea7, unpaved trail existence and surface	Condition and cleanliness multiplied by length, then summed with width, flatness, continuity, clear, coverage. Max score 35. scoresa1=sum(((saa72+aa73+aa75)*(saa122*aa71),aa74,aa76,aa77,aa78,aa79)	
Aa82	Signage visibility	1=not at all 2=somewhat 3=mostly to extremely
Aa83	Signage condition	1=poor 2=fair 3=excellent
Aa84	Signage content - uses	0=no 1=yes
Aa85	Signage content – warnings	0=no 1=yes
Aa86	Signage content – distances	0=no 1=yes
Aa87	Signage content – trail name	0=no 1=yes
Aa88	Signage colorful	0=no

		1=yes 0=no 1=yes
Aa89	Signage trail map	0=no 1=yes
Aa810	Signage distance markings	0=no 1=yes
Aa811	Signage convergence	0=no 1=yes
Scorea8, unpaved trail signage	Sum of above items. Max score 14. scorea8=sum(aa82,aa83,aa84,aa85,aa86,aa87,aa88,aa89,aa810,aa811).	
Aa93_score	Number of benches, all materials summed and put into a 5-point scale	0=0 1=1 2=2-5 3=6-10 4=>10
Aa94_score	Number of tables, all materials summed and put into a 5-point scale	0=0 1=1 2=2-5 3=6-10 4=>10
Aa95	Seating condition	1=poor 2=fair 3=excellent
Aa96	Seating comfort	1=poor 2=fair 3=excellent
Aa97	Seating landscaping	0=no 1=yes
Aa98	Seating cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Aa99	Seat width	1=<1ft 2=1-2ft 3=>2ft
Aa910	Seating coverage/shade	1=poor 2=fair 3=excellent
Scorea9, unpaved trail seating	Sum of above. Max score 24. scorea9=sum(aa93_score, aa94_score, aa95,aa96,aa97,aa98,aa99,aa910).	
Aa101	Trail access points, #	1=1 2=2-4 3=5-9 4=10-20 5=>20
A10park_p rox	Parking proximity, dichotomized	1=0-100ft 0=101+ft

Commented [c9]: The original categories were summed (not the number of benches), so the totals of these would reflect different actual numbers of benches/tables. See aa33_score.

A10entrance_prox	Entrance proximity, dichotomized	1=0-100ft 0=101+ft
Aa104	Bollards/other barriers	0=no 1=yes
Aa105	Steps, flipped in subscale	1=no 0=yes
Aa106	Paved path to trail	0=no 1=yes
Scorea10, unpaved trail access	Sum of above. Max score 10. scorea10=sum(aa101,a10park_prox,a10entrance_prox,aa104,(1-aa105),aa106).	
Aa111	Trail openness/visibility	1=not at all 2=somewhat 3=mostly to extremely
Aa112	Playground presence	0=no 1=yes
Aa113	Open restrooms	0=no 1=yes
A11restroom_prox	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Aa115	Drinking fountain	0=no 1=yes
A11drinking_prox	Drinking fountain proximity, dichotomized	1=0-100ft 0=101+ft
Aa117	Lighting	0=no 1=yes
Aa118	Percent lit	1=0-33% 2=34-66% 3=67-100%
Aa119	Working call boxes/phones	0=no 1=yes
Aa1110	Automotive crossing, flipped in subscale	1=no 0=yes
Aa1111	All of trail separate from active areas	0=no 1=yes
Aa1112	Animal waste cleanup	0=no 1=yes
Scorea11, unpaved trail safety/comfort	Sum of above. Max score 16. scorea11=sum(aa111,aa112,aa113,a11restroom_prox,aa115,a11drinking_prox,aa117,aa118,aa119,(1-aa1110),aa1111,aa1112).	
Aa121lo	Loop layout	0=no 1=yes
Aa121li	Linear layout	0=no 1=yes
A12length	Paved trail length, put into 5 points	1= 0.5 mile

Commented [c10]: Including both presence and proximity weights this item

Commented [c11]: Including both presence and proximity weights this item

Commented [c12]: Including both the presence and number (below) weights this item for both loops and linear trails.

		2=1-1.5 miles 3=2-2.5 miles 4=3-4.5 miles 5=5+ miles
A12loop	Number of loop trails	0=0 1=1 2=2 3=3 4=4 5=5+
A12linear	Number of linear trails	0=0 1=1 2=2 3=3 4=4 5=5+
Aa125	Bordering aesthetics	1=poor 2=fair 3=excellent
Aa126	Water element present	0=no 1=yes
A12water_prox	Water proximity, dichotomized	1=0-100ft 0=101+ft
Aa128	Trash cans	0=no 1=yes
Aa129	Fitness stations	0=no 1=yes
Aa1210	Offshoots	0=no 1=yes
Aa1211	Offshoot visibility	1=not at all 2=somewhat 3=mostly to extremely
Scorea12, unpaved trail other aspects	Sum of above. Max score 28. scorea12=sum(aa121lo,aa121li,a12length,a12loop,a12linear,aa125,aa126,a12water_prox,aa128,aa129, aa1210, aa1211).	
Unpaved trail OVERALL SCORE	unpaved_trails_overall_score=sum(scorea7,scorea8,scorea9,scorea10,scorea11,scorea12) Max score 127.	
Any Trail OVERALL	Trails_overall_score=sum.(scorea1,scorea2,scorea3,scorea4,scorea5,scorea6,scorea7,scorea8,scorea9,scorea10,scorea11,scorea12). Max score 259.	

Section B – Paths

Item	Description	Scoring
Sab12	Is path paved? Weighted	0=no 3=yes

Commented [c13]: This scoring would leave out cases which fall between the categories. Propose extending categories to 0.5mi, 0.6-1.5, 1.6-2.5, 2.6-4.5, 4.6+?

Commented [c14]: Including both presence and proximity weights this item

Commented [c15]: Includes both presence and visibility.

Ab13	Path condition	1=poor 2=fair 3=excellent
Ab15	Path cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ab11	Path presence	0=no 1=yes
Ab14	Path width	1=<2ft 2=2-5ft 3=>5ft
Ab16	Path flatness	1=not at all 2=somewhat 3=mostly to extremely
Ab17	Path continuity	0=no 1=yes
Ab18	Clear from obstruction	1=not at all 2=somewhat 3=mostly to extremely
Ab19	Coverage/shade	1=0-33% 2=34-66% 3=67-100%
Scoreb1, path existence and surface	Max score 22. scoreb1=sum(((sab12+ab13+ab15)*ab11),ab14, ab16, ab17,ab18,ab19).	
Sab21	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Sab22	Entrance proximity, dichotomized	1=0-100ft 0=101+ft
Sab23	Seating proximity, dichotomized	1=0-100ft 0=101+ft
Ab24	Bollards/other barriers	0=no 1=yes
Ab25	Steps, flipped in subscale	1=no 0=yes
Scoreb2, path access	Max score 5. scoreb2=sum(sab21,sab22,sab23,ab24, (1-ab25)).	
Path OVERALL SCORE	Max score 27. paths_overall_score=sum(scoreb1, scoreb2).	

Commented [c16]: Not weighted

Section C – General areas

Item	Description	Scoring
Sac14	Open space surface, dichotomized and weighted	0=dirt or other 3=grass
Ac16	Condition	1=poor 2=fair 3=excellent
Ac17	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sac11	Open space presence, dichotomized and weighted	0=no 3=yes
Ac12	Number of open spaces	1=1 2=2-5 3=6-10 4=>10
Ac13	Average size	1=<50x50ft 2=50-100x50-100ft 3=>100x100ft
Ac18	Flatness	1=significant incline/decline 2=some incline/decline 3=completely flat
Ac19	Seating availability	0=no 1=yes
Sac110	Seating proximity, dichotomized	1=0-100ft 0=101+ft
Sac111	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Sac112	Roadway proximity, dichotomized	1=0-100ft 0=101+ft
Ac113	Perimeter	0=no 1=yes
Scorec1, open space	Max score 42. scorec1=sum((sac14+ac16+ac17)*sac11,ac12,ac13,ac18,ac19,sac110,sac111,sac112,ac113).	
Ac22	Average size of meadows	1=<25x25ft 2=25-50x25-50ft 3=>50x50ft
Ac23	Any seating available	0=no 1=yes
Sac24	Seating proximity, dichotomized	1=0-100ft 0=101+ft
Sac25	Any adjacent water area? Weighted	0=no 3=yes
Sac26	Roadway proximity, dichotomized	1=0-100ft 0=101+ft

Commented [c17]: First place where presence has been weighted (and multiplied by above in score)

Commented [c18]: Seems like this should be flipped for scoring (roadway proximity being a negative).

Commented [c19]: Missing parentheses here?

Commented [c20]: Seems like this should be flipped for scoring (roadway proximity being a negative).

Sac27	Trail/path, weighted	0=no 3=yes
Ac28	Perimeter	0=no 1=yes
Ac29	Signage	0=no 1=yes
Scorec2, meadows	Max score 14. scorec2=sum(ac22,ac23,sac24,sac25,sac26,sac27,ac28,ac29).	
Ac32	Total size of wooded areas	1=<25x25ft 2=25-50x25-50ft 3=>50x50ft
Ac33	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sac34	Any adjacent water area? Weighted	0=no 3=yes
Sac35	Water area proximity, dichotomized	1=0-100ft 0=101+ft
Sac36	Trail/path, weighted	0=no 3=yes
Ac37	Stones/rock formations	0=no 1=yes
Ac38	Tree variety	0=no 1=yes
Ac39	Lighting	0=no 1=yes
Ac310	Signage	0=no 1=yes
Ac311	Wildflowers	0=no 1=yes
Ac312	Wildlife	0=no 1=yes
Scorec3, wooded areas	Max score 19. scorec3=sum(ac32,ac33,sac34,sac35,sac36,ac37,ac38,ac39,ac310,ac311,ac312).	
General Spaces OVERALL SCORE	Max score 75. gnrlspace_overall_score=sum(scorec1,scorec2,scorec3).	

Section D – Water areas

Item	Description	Scoring
Ad16	Cleanliness of ponds/lakes	1=not at all 2=somewhat 3=mostly to extremely
Ad17	Water quality of ponds/lakes	1=poor 2=fair 3=excellent
Ad12	Ponds/lakes presence, weighted in subscale	0=no 3=yes
Sad13	Number of ponds/lakes, dichotomized	1=1 2=2+
Ad14	Average size of ponds/lakes	1=<25x25ft 2=25-50x25-50ft 3=>50x50ft
Ad18	Water movement	1=not at all 2=somewhat 3=mostly to extremely
Ad19	Seating	0=no 1=yes
Ad110	Picnic area	0=no 1=yes
Ad111	Bordering aesthetics	1=poor 2=fair 3=excellent
Ad112	Water accessibility	1=poor 2=fair 3=excellent
Ad113	Trail/path/bridge	0=no 1=yes
Sad114	Swimming allowed, weighted	0=no 3=yes
Ad115	Signage	0=no 1=yes
Ad116	Fishing allowed	0=no 1=yes
Scored1, ponds/lakes	Max score 40. scored1=sum(((ad16+ad17)*(ad12*3)),sad13,ad14,ad18,ad19,ad110,ad111,ad112,ad113,sad114,ad115,ad116).	
Ad23	Cleanliness of streams/creeks	1=not at all 2=somewhat 3=mostly to extremely
Ad24	Water quality of streams/creeks	1=poor 2=fair 3=excellent
Ad21	Creeks/streams presence, weighted in subscale	0=no

Commented [c21]: Ponds weighted X3

		2=yes
Ad22	Width	1=<2ft 2=2-8ft 3=>8ft
Ad25	Water movement	1=not at all 2=somewhat 3=mostly to extremely
Ad26	Seating	0=no 1=yes
Ad27	Picnic area	0=no 1=yes
Ad28	Water accessibility	1=poor 2=fair 3=excellent
Ad29	Depth	1=<2ft 2=2-8ft 3=>8ft
Ad210	Rock hopping available	0=no 1=yes
Ad211	Lack of bad smell	0=no 1=yes
Ad212	Trails/path/bridges	0=no 1=yes
Ad213	Fishing allowed	0=no 1=yes
Ad214	Signage	0=no 1=yes
Scored2, streams/cr eeks	Max score 27. scored2=sum((ad23+ad24)*(ad21*2),ad22,ad25,ad26,ad27,ad28,ad29,ad210,ad211,ad212 ,ad213,ad214).	
Ad35	Swimming pool cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ad36	Condition	1=poor 2=fair 3=excellent
Sad32	Swimming pools, # - trichotomized and weighted	0=0 5=1 pool 10=2 pools 15=3+ pools
Ad33	Wading only pools, #	#
Ad37	Average size	1=<25x25ft 2=25-50x25-50ft 3=>50x50ft
Sad38	Depth variety	0=no or cannot be determined 1=yes
Sad39	Restrooms	0=no or cannot be determined

Commented [c22]: Not truncated.

		1=yes
Sad310	Seating areas	0=no or cannot be determined 1=yes
Sad311	Shade/coverage	0=no or cannot be determined 1=yes
Sad312	Showers	0=no or cannot be determined 1=yes
Sad313	Slides	0=no or cannot be determined 1=yes
Sad314	Water play features	0=no or cannot be determined 1=yes
Sad315	Lifeguard chair	0=no or cannot be determined 1=yes
Sad316	Phone	0=no or cannot be determined 1=yes
Sad317	Trash cans	0=no or cannot be determined 1=yes
Sad318	Drinking fountains	0=no or cannot be determined 1=yes
Sad319	Concessions/vending	0=no or cannot be determined 1=yes
Sad320	Signage	0=no or cannot be determined 1=yes
Sad321	Perimeter	0=no or cannot be determined 1=yes
Scored3, Swimming pools	Max score 113. scored3=sum((ad35+ad36)*(sad32+ad33),ad37,sad38,sad39,sad310,sad311,sad312,sad313,sad314,sad315,sad316,sad317,sad318,sad319,sad320,sad321).	
Ad46	Fountain condition	1=poor 2=fair 3=excellent
Ad48	Water quality	1=poor 2=fair 3=excellent
Ad41	Fountain presence, weighted in subscale	0=no 3=yes
Sad42	Number of fountains, dichotomized	1=1 2=2+
Sad44i	Location – in pond, weighted	0=0 1=3
Ad45	Size	1=<2ft 2=2-8ft 3=>8ft
Ad47	Water height	1=<2ft 2=2-8ft 3=>8ft
Ad49	Sculpture/statue	0=no

Commented [c23]: Should have a parentheses?

		1=yes
Ad410	Seating	0=no 1=yes
Ad411	Lighting	0=no 1=yes
Ad412	Signage	0=no 1=yes
Ad413	Containment	0=no 1=yes
Ad43	Operational	0=no 1=yes
Scored4, fountains	Max score 33. scored4=sum((((ad46+ad48)*(ad41*3)),sad42,sad44i,ad45,ad47,ad49,ad410,ad411,ad412,ad413)*ad43.	
Ad52	Beach cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ad53	Condition	1=poor 2=fair 3=excellent
Ad51	Beach presence, weighted in subscale	0=0 5=yes
Ad54	Accessibility	1=poor 2=fair 3=excellent
Ad55	Total size	1=<50x50ft 2=50-100x50-100ft 3=>100x100ft
Ad56	Presence of sand area	0=no 1=yes
Ad57	Presence of tide pools	0=no 1=yes
Sad58	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Ad59	Open restrooms	0=no 1=yes
Sad510	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Ad511	Umbrellas, etc.	0=no 1=yes
Ad512	Picnic area	0=no 1=yes
Ad513	Showers	0=no 1=yes
Ad514	Swimming area	0=no 1=yes
Ad515	Lifeguard stands	0=no

Commented [c24]: Double counting

		1=yes
Ad516	Lifeguard present/hours posted	0=no 1=yes
Ad517	Lifeguard tower	0=no 1=yes
Ad518	Working call boxes	0=no 1=yes
Ad519	Trash cans	0=no 1=yes
Ad520	Operational drinking fountain	0=no 1=yes
Ad521	Concessions/vending	0=no 1=yes
Ad522	Signage – danger	0=no 1=yes
Ad523	Signage – use	0=no 1=yes
Ad524	Fire pits	0=no 1=yes
Ad525	Alcohol prohibited?	0=no 1=yes
Scored5, Beaches	Max score 56. scored5=sum((ad52+ad52)*(5*ad51), ad54, ad55, ad56, ad57, sad58, ad59, sad510, ad511, ad512, ad513, ad514, ad515, ad516, ad517, ad518, ad519, ad520, ad521, ad522, ad523, ad524, ad525).	
Water areas OVERALL SCORE	Max score 269. water_overall_score=sum(scored1, scored2, scored3, scored4, scored5).	

Commented [c25]:

This is probably supposed to be ad53 (beach condition).

Section E – Eating/drinking features

Item	Description	Scoring
Sae13	Number of drinking fountains, trichotomized	1=1 2=2 3=3+
Ae14	Condition	1=poor 2=fair 3=excellent
Ae15	Water taste/cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ae16	Child height/handicap accessible	0=no 1=yes
Ae17	Faucet hookup	0=no 1=yes

Ae18	Surround landscaping	0=no 1=yes
Ae19	Paved surfacing	0=no 1=yes
Ae12	Operational	0=no 1=yes
Scoree1, Drinking water fountains	Max score 14. scoree1=(sum(sae13,ae14,ae15,ae16,ae17,ae18,ae19))*ae12.	
Ae22	Number of grills/fire pits	1=1 2=2-5 3=6-10 4=>10
Ae23	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ae24	Condition	1=poor 2=fair 3=excellent
Ae26	Trash cans	0=no 1=yes
Ae27	Adjustable levels	0=no 1=yes
Ae28	Can be rotated	0=no 1=yes
Scoree2, grill/fire pits	Max score 13. scoree2=sum(ae22,ae23,ae24,ae26,ae27,ae28).	
Ae34	Picnic area cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ae35	Ground flatness	1=significant incline/decline 2=some incline/decline 3=completely flat
Sae36	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Ae37	Open restrooms	0=no 1=yes
Ae38	Grills/fire pits	0=no 1=yes
Ae39	Playground	0=no 1=yes
Ae310	Athletic fields	0=no 1=yes
Ae311	Trash cans	0=no 1=yes

Commented [c26]: If not operational, gets 0 score.

Ae312	Drinking fountain	0=no 1=yes
Ae313	Signage	0=no 1=yes
Ae314	Coverage/shade	0=no 1=yes
Ae315	Lighting	0=no 1=yes
Ae316	Path/trail linkage	0=no 1=yes
Ae317	Can be reserved	0=no 1=yes
Scoree3, picnic area	Max score 18. scoree3=sum(ae34,ae35,sae36,ae37,ae38,ae39,ae310,ae311,ae312,ae313,ae314,ae315,ae316,ae317).	
Sae42	Number of vending machines, trichotomized	1=1 2=2 3=3+
Ae44	Food/drink selection variety	0=no 1=yes
Ae45	Affordability	1=poor 2=fair 3=excellent
Ae46	Openness	1=not at all 2=somewhat 3=mostly to extremely
Ae47	Open restrooms	0=no 1=yes
Sae48	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Ae49	Healthful choices	0=no 1=yes
Ae410	Secured	0=no 1=yes
Ae411	Signage	0=no 1=yes
Ae412	Trash cans	0=no 1=yes
Ae413	Lighting	0=no 1=yes
Ae414	Paper coin conversion	0=no 1=yes
Ae43	Operational	0=no 1=yes
Scoree4, Vending	Max score 19. scoree4=(sum(sae42,ae44,ae45,ae46,ae47,sae48,ae49,ae410,ae411,ae412,ae413,ae414))* ae43.	

Commented [c27]: If not operational, gets 0 score

Eating/drinking features OVERALL SCORE	Max score 64. eating_overall_score=sum(scoree1,scoree2,scoree3,scoree4).
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Section F – Facilities

Item	Description	Scoring
Af14	Restroom cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Af15	Condition	1=poor 2=fair 3=excellent
Af11	Restroom presence, weighted in subscale	0=no 3=yes
Saf12_fixed	Number of fixed restrooms, trichotomized	1=1 2=2 3=3+
Saf12_port	Number of portable restrooms, trichotomized	1=1 2=2 3=3+
Rest_open	Open restrooms, weighted	0=no 5=yes
Af16	Supplied	1=poor 2=fair 3=excellent
Af17	Ventilation	0=no 1=yes
Af18	Separate women/men	0=no 1=yes
Af19	Handicap accessible	0=no 1=yes
Af110	Running water	0=no 1=yes
Af111	Diaper changing	0=no 1=yes
Scoref1, Restrooms	Max score 37. scoref1=sum((af14+af15)*(af11*3),saf12_fixed,saf12_port,rest_open,af16,af17,af18,af19,af110,af111).	
Saf22	Number of shelters/pavilions/gazebos, dichotomized	1=1 2=2+
Af23	Size	1=<25x25ft 2=25-50x25-50ft 3=>50x50ft

Af24	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Af25	Condition	1=poor 2=fair 3=excellent
Saf26	Playground proximity, dichotomized	1=0-100ft 0=101+ft
Saf27	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Af28	Grills	0=no 1=yes
Af29	Restrooms	0=no 1=yes
Af210	Seating	0=no 1=yes
Af211	Playground	0=no 1=yes
Af212	Lighting	0=no 1=yes
Af213	Signage	0=no 1=yes
Af214	Plug-in	0=no 1=yes
Af215	Fireplace	0=no 1=yes
Af216	Water fountain	0=no 1=yes
Af217	Reservability	0=no 1=yes
Af218	Trash cans	0=no 1=yes
Af219	Path/trail linkage	0=no 1=yes
Scoref2, Shelters/p avilions/ga zebos	Max score 25. scoref2=sum(saf22,af23,af24,af25,saf26,saf27,af28,af29,af210,af211,af212,af213,af214,af215,af216,af217,af218,af219).	
Saf32	Number of stages, dichotomized	1=1 2=2+
Af33	Size	1=<25x25ft 2=25-50x25-50ft 3=>50x50ft
Af34	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Af35	Condition	1=poor

		2=fair 3=excellent
Af36	Fixed seating	0=no 1=yes
Af37	Sound system	0=no 1=yes
Scoref3, entertainment venues/st ages	Max score 13. scoref3=sum(saf32,af33,af34,af35,af36,af37).	
Facilities OVERALL SCORE	Max score 75. facilities_overall_score=sum(scoref1,scoref2,scoref3).	

Section G – Educational/historical features

Item	Description	Scoring
Ag12	Number of historical features	1=1 2=2-5 3=6-10 4=>10
Ag13	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ag14	Condition	1=poor 2=fair 3=excellent
Ag15	Landscaping	1=None at all 2=some 3=a lot or all
Ag16	Path/trail linkage	0=no 1=yes
Ag17	Description	0=no 1=yes
Ag18	Significance	0=no 1=yes
Ag19	Safety	0=no 1=yes
Ag110	Lighting	0=no 1=yes
Edu/Histor ical features OVERALL SCORE	Max score 18. scoreg1=sum(ag12,ag13,ag14,ag15,ag16,ag17,ag18,ag19,ag110).	

Section H – Sitting or resting features (non trail)

Item	Description	Scoring
Ah12_score	Seat material, benches – materials combined and put into 5 point scale	0=0 1=1 2=2-5 3=6-10 4=11+
Ah13	Condition	1=poor 2=fair 3=excellent
Ah14	Comfort	1=poor 2=fair 3=excellent
Ah15	Landscaping	1=None at all 2=some 3=a lot or all
Ah16	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ah17	Seat width	1=<1ft 2=1-2ft 3=>2ft
Sah18	Proximity to path, dichotomized	1=0-100ft 0=101+ft
Ah19	Coverage	1=0-33% 2=34-66% 3=67-100%
Scoreh1, Benches	Max score 23. scoreh1=sum(ah12_score,ah13,ah14,ah15,ah16,ah17,sah18,ah19).	
Ah22_score	Seat material, tables – materials combined and put into 5 point scale	0=0 1=1 2=2-5 3=6-10 4=11+
Ah23	Size	1=<2 people 2=2-4 people 3=>4 people
Ah24	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ah25	Condition	1=poor 2=fair 3=excellent
Sah26	Proximity to path, dichotomized	1=0-100ft

Commented [c28]: The original categories were summed (not the number of benches), so the totals of these would reflect different actual numbers of benches. See trails.

Commented [c29]: The original categories were summed (not the number of tables), so the totals of these would reflect different actual numbers of tables. See above.

		0=101+ft
Ah27	Coverage	1=0-33% 2=34-66% 3=67-100%
Scoreh2, Tables	Max score 17. scoreh2=sum(ah22_score,ah23,ah24,ah25,sah26,ah27).	
Sah32	Seat wall material, summed and dichotomized	1=1 2=2+
Ah33	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ah34	Condition	1=poor 2=fair 3=excellent
Ah35	Seat width	1=<1ft 2=1-2ft 3=>2ft
Sah36	Proximity to path, dichotomized	1=0-100ft 0=101+ft
Ah37	Seat height off ground	1=<2ft 2=2-4ft 3=>4ft
Ah38	Coverage	1=0-33% 2=34-66% 3=67-100%
Scoreh3, Seat Walls	Max score 18. scoreh3=sum(sah32,ah33,ah34,ah35,sah36,ah37,ah38).	
Sah42	Bleacher material, summed and dichotomized	1=1 2=2+
Ah43	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ah44	Condition	1=poor 2=fair 3=excellent
Ah45	Seat width	1=<1ft 2=1-2ft 3=>2ft
Ah46	Number of rows	1=<3 2=3-6 3=>6
Ah47	End caps	0=no 1=yes
Ah48	Coverage	0=no 1=yes
Ah49	Moveable	0=no 1=yes

Score4, Bleachers	Max score 17. $\text{score4}=\text{sum}(\text{sah42,ah43,ah44,ah45,ah46,ah47,ah48,ah49})$.
Seating, nontrail – OVERALL SCORE	Max score 75. $\text{nontrail_seating_overall_score}=\text{sum}(\text{scoreh1,scoreh2,scoreh3,scoreh4})$.

Section I – Landscaping

Item	Description	Scoring
Ai11	Flowers present, weighted in subscale	0=no 2=yes
Ai13	Flower variety	1=not at all 2=somewhat 3=mostly to extremely
Ai12	Condition	1=poor 2=fair 3=excellent
Ai14	Marker	0=no 1=yes
Scorei1, flowers	Max score 10. $\text{scorei1}=\text{sum}(((\text{ai11}*2)*\text{ai13}),\text{ai12},\text{ai14})$.	
Ai21	Shrubs/bushes present, weighted in subscale	0=no 2=yes
Ai22	Condition	1=poor 2=fair 3=excellent
Ai23	Colorful	0=no 1=yes
Ai24	Prickly	0=no 1=yes
Scorei2, shrubs/bushes	Max score 8. $\text{scorei2}=\text{sum}(((\text{ai21}*2)*\text{ai22}),\text{ai23},\text{ai24})$.	
Ai31	Landscaping beds present, weighted in subscale	0=no 2=yes
Ai32	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ai33	Condition	1=poor 2=fair 3=excellent
Ai34	Average size	1=<5ft 2=5-11ft 3=>11ft
Scorei3,	Max score 15.	

landscaping beds	$scorei3 = \sum(((ai31 * 2) * (ai32 + ai33)), ai34).$
Landscaping OVERALL SCORE	Max score 33. $landscaping_overall_score = \sum(scorei1, scorei2, scorei3).$

Section J – General Aesthetics

Item	Description	Scoring
Aj12	View content – water	0=no 1=yes
Aj13	View content – city	0=no 1=yes
Aj14	View content – nature	0=no 1=yes
Aj15	View content – other	0=no 1=yes
Aj17	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Aj18	Visibility	1=<1000ft 2=1K-5Kft 3=>5000ft
Aj19	Path/trail linkage	0=no 1=yes
Aj110	Seating	0=no 1=yes
Aj111	Signage	0=no 1=yes
Scorej1, Views outside park	Max score 13. $scorej1 = \sum(aj12, aj13, aj14, aj15, aj17, aj18, aj19, aj110, aj111).$	
Saj22	Number of sculptures/art pieces, trichotomized	0=0 1=1 2=2+
Aj24	Functional	0=no 1=yes
Aj25	Garden	0=no 1=yes
Aj26	Seating	0=no 1=yes
Aj27	Signage	0=no 1=yes
Aj28	Content – nature	0=no 1=yes

Aj29	Content – human	0=no 1=yes
Aj210	Content – abstract	0=no 1=yes
Scorej2, Art	Max score 9. $scorej2 = \text{sum}(saj22, aj24, aj25, aj26, aj27, aj28, aj29, aj210)$.	
Aj32	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Aj33	Condition	1=poor 2=fair 3=excellent
Saj31	Character, weighted	0=residential 3=non-residential
Aj34	Adjacent road frontage	1=0-33% 2=34-66% 3=67-100%
Aj35	Safety in neighborhood	1=poor 2=fair 3=excellent
Aj36	Safety in park	1=poor 2=fair 3=excellent
Saj37	High traffic	0=no 1=yes
Saj38	Visibility into neighborhood	0=no 1=yes
Saj39	Visibility into park	0=no 1=yes
Scorej3, area surroundi ng park	Max score 30. $scorej3 = \text{sum}((aj32+aj33)*saj31, (1-aj34), aj35, aj36, saj37, saj38, saj39)$.	
Aj42	Number of trash cans	1=1 2=2-5 3=6-10 4=>10
Aj43	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Saj44	Path proximity, dichotomized	1=0-100ft 0=101+ft
Aj45	Condition	1=poor 2=fair 3=excellent
Aj46	Secured	0=no 1=yes

Commented [c30]: Is a non-residential neighborhood preferable?

Commented [c31]: This should be recoded before going in the scoring (1=67-100, 2=33-66, 3=0-33).

Aj47	Covered	0=no 1=yes
Aj48	Agency	0=no 1=yes
Aj49	Recycling	0=no 1=yes
Scorej4, Trash cans	Max score 15. scorej4=sum(aj42,aj43,saj44,aj45,aj46,aj47,aj48,aj49).	
Aj53	Binoculars for wildlife areas	0=no 1=yes
Aj54	Seating	0=no 1=yes
Aj55	Brochures	0=no 1=yes
Aj56	Signage	0=no 1=yes
Scorej5, Wildlife areas/stru ctures	Max score 4. scorej5=sum(aj53,aj54,aj55,aj56).	
Aesthetics OVERALL SCORE	Max score 71. aesthetics_overall_score=sum(scorej1,scorej2,scorej3,scorej4,scorej5).	

Section K – Access-related features

Item	Description	Scoring
Ak11	Number of entrances	1=1 2=2-5 3=6-10 4=>10
Ak12	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sak13	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Ak14	Signage	0=no 1=yes
Ak15	Lighting	0=no 1=yes
Ak16	Info	0=no 1=yes
Ak17	Landscaping	1=None at all 2=some 3=a lot or all
Ak18	Staffed	0=no

		1=yes
Ak19	Phone	0=no 1=yes
Scorek1, Entrances	Max score 16. scorek1=sum(ak11,ak12,sak13,ak14,ak15,ak16,ak17,ak18,ak19).	
Sak23	Number of bike racks, trichotomized	0=0 1=1 2=2+
Ak24	Number of stalls	1=1 2=2-5 3=6-10 4=11-25 5=>25
Ak25	Secured	0=no 1=yes
Ak26	Open restrooms	0=no 1=yes
Sak27	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Ak28	Trash cans	0=no 1=yes
Ak29	Locks	0=no 1=yes
Ak210	Covered	0=no 1=yes
Scorek2, Bike Racks	Max score 13. scorek2=sum(sak23,ak24,ak25,ak26,sak27,ak28,ak29,ak210).	
Sak32	Number of parking lots, trichotomized	0=0 1=1 2=2+
Sak33	Surface type, dichotomized and weighted	0=gravel, dirt or grass 3=paved
Ak34	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ak35	Condition	1=poor 2=fair 3=excellent
Ak36	Size	1=<10 spots 2=10-25 spots 3=>25 spots
Ak37	Lighting	0=no 1=yes
Ak38	Dropoff	0=no 1=yes
Ak39	Handicapped	0=no 1=yes

Commented [c32]: Including both presence and proximity

Ak310	Curbed	0=no 1=yes
Ak311	Landscaping	0=no 1=yes
Ak312	Lined	0=no 1=yes
Ak313	Trash cans	0=no 1=yes
Scorek3, Parking Lots	Max score 21. scorek3=sum(sak32,sak33,ak34,ak35,ak36,ak37,ak38,ak39,ak310,ak311,ak312,ak313).	
Ak43	Sidewalk cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Ak44	Condition	1=poor 2=fair 3=excellent
Sak41	Sidewalks present, weighted	0=no 5=yes
Ak45	Width	1=<2ft 2=2-4ft 3=>4ft
Ak46	Flatness	1=significant incline/decline 2=some incline/decline 3=completely flat
Ak47	Linkage to path	0=no 1=yes
Sak48	Crosswalks across streets in parks, weighted	0=no 5=yes
Ak410	Obstructed, flipped in subscale	1=no 0=yes
Ak411	Drainage	0=no 1=yes
Scorek4, Sidewalks	Max score 44. scorek4=sum((ak43+ak44)*sak41, ak45, ak46, ak47, sak48, (1-ak410), ak411).	
Ak52	Roadway through the park condition	1=poor 2=fair 3=excellent
Ak53	Pull offs	0=no 1=yes
Ak54	Curvature	0=no 1=yes
Ak55	Lighting	0=no 1=yes
Ak56	Speed bumps	0=no 1=yes
Ak57	Speed limits	0=no

Commented [c33]: Parentheses?

Commented [c34]: Is this a positive?

		1=yes
Scorek5, Roadways through the park	Max score 8. scorek5=sum(ak52,ak53,ak54,ak55,ak56,ak57).	
Access OVERALL SCORE	Max score 102. access_overall_score=sum(scorek1,scorek2,scorek3,scorek4,scorek5).	
Sidewalk safety OVERALL SCORE	Max score 74. safety_sidewalks_overall_score=sum(scorej3,scorek4).	

Section L – Directives and information-related features

Item	Description	Scoring
AI12	Rules signs cleanliness	1=not at all 2=somewhat 3=mostly to extremely
AI13	Condition	1=poor 2=fair 3=excellent
AI14	Colorful	0=no 1=yes
Score1, Signs	Max score 7. score1=sum(ai12,ai13,ai14).	
AI22	Maps condition	1=poor 2=fair 3=excellent
AI23	Portable	0=no 1=yes
AI24	Braille	0=no 1=yes
AI25	Colorful	0=no 1=yes
AI26	Color coding	0=no 1=yes
AI27	You are here	0=no 1=yes
AI28	Distance scaled	0=no 1=yes
Score2, Maps	Max score 9. score2=sum(ai22,ai23,ai24,ai25,ai26,ai27,ai28).	
AI32	Event posting condition	1=poor 2=fair 3=excellent

Al33	Up to date	0=no 1=yes
Al34	Colorful	0=no 1=yes
Score3, Event postings	Max score 5. score3=sum(al32,al33,al34).	
Signage OVERALL SCORE	Max score 21. signage_overall_score=sum(score1,score2,score3).	

Section M – Safety-related features (Telephones)

Item	Description	Scoring
Sam12	Number of phones, trichotomized	0=0 1=1 2=2+
Am13	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sam14	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Am15	Phone book	0=no 1=yes
Am16	Lighting	0=no 1=yes
Am17	Emergency numbers	0=no 1=yes
Am18	Free	0=no 1=yes
Scorem1, Telephones	Max score 10. scorem1=sum(sam12,am13,sam14,am15,am16,am17,am18)	

Section N – Playsets

Item	Description	Scoring
San11	Play set presence, weighted	0=no 5=yes
San12	Number of play sets, weighted	0=0 or 1 play set 5=2 10=3 15=4 20=5+
An13	Openness	1=not at all 2=somewhat

		3=mostly to extremely
San14	Parking proximity, dichotomized	1=0-100ft 0=101+ft
An15	Seating	0=no 1=yes
An16	Restrooms	0=no 1=yes
San17	Coverage, dichotomized	0=0-33% 1=34-100%
An18	Lighting	0=no 1=yes
An19	Phone	0=no 1=yes
An110	Colorful	0=no 1=yes
San111	See from road, weighted	0=no 3=yes
An112	Bike rack	0=no 1=yes
An113	Separate sets for age groups	0=no 1=yes
San114	Separation from traffic, weighted	0=no 3=yes
An115	Perimeter	0=no 1=yes
An116	Drinking fountain	0=no 1=yes
An117	Separation from active areas	0=no 1=yes
An118	Imaginative	0=no 1=yes
Scoren1, General Play set	Max score 47. scoren1 = sum(san11, san12, an13,san14,an15,an16, san17, an18,an19,an110, san111, an112,an113,san114,an115,an116,an117,an118).	
An22	Ground surface condition	1=poor 2=fair 3=excellent
An23	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
San21	Material, recoded and weighted	0=asphalt, gravel, wooden 1=felt, grass 3=mulch, sand 5=rubberized
An24	Levelness	1=not at all 2=somewhat 3=mostly to extremely

An25	Colorful	0=no 1=yes
Scoren2, Play set ground surface	Max score 34. $\text{scoren2} = \text{sum}((\text{an22} + \text{an23}) * \text{san21}, \text{an24}, \text{an25})$.	
An33	Condition, things to hang from	1=poor 2=fair 3=excellent
An34	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
San31	Presence of things to hang from, weighted	0=no 5=yes
San32	Number, recoded and weighted	0= 0 or 1 5=2 10=3 15=4 20=5+
San37	Moveable, weighted	0=no 3=yes
Scoren3, Things to hang from	Max score 53. $\text{scoren3} = \text{sum}((\text{an33} + \text{an34}) * \text{san31}, \text{san32}, \text{san37})$.	
An43	Condition, things to slide down	1=poor 2=fair 3=excellent
An44	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
San41	Presence of things to slide down, weighted	0=no 5=yes
San42tot	Number, summed, recoded and weighted	0= 0 or 1 5=2 10=3 15=4 20=5+
An46	Width	1=<1ft 2=1-3ft 3=>3ft
An48	Secured	0=no 1=yes
An49	Soft landing	0=no 1=yes
An410	Drained landing	0=no 1=yes
Scoren4,	Max score 56.	

Commented [c35]: Parentheses

Commented [c36]: Parentheses

Slides in play set	scoren4=sum((an43+an44)*san41, san42tot,an46, an48, an49, an410).	
An53	Condition, functional stairs, ladders and ramps	1=poor 2=fair 3=excellent
An54	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
An51	Presence	0=no 1=yes
Scoren5, Functional stairs, ladders, ramps	Max score 6. scoren5_functional=sum((an53+an54)*an51).	
An57	Condition of fun things to climb on	1=poor 2=fair 3=excellent
An58	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
San55	Presence of fun things to climb on, weighted	0=no 5=yes
An511	Drain holes	0=no 1=yes
An512	Soft landing	0=no 1=yes
An513	Drained landing	0=no 1=yes
San5funtot	Presence, summed	#
Scoren5, Fun things to climb on	Max score 33 + unlimited # of types. scoren5_fun=sum((an57+an58)*san55, an511,an512,an513, san5funtot).	
An63	Condition, things to stand or walk on	1=poor 2=fair 3=excellent
An64	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
An62p_pre s	Platforms, recoded	0=0 1=1+
An62b_pre s	Bridges and other, recoded and weighted	0=0 5=1+
An62tot	Total number of platforms, bridges, other	#
An67	Width	1=<2ft 2=2-4ft 3=>4ft

Commented [c37]: Parentheses

Commented [c38]: Not weighted, so score only reflects condition + cleanliness.

Commented [c39]: There is no comparable score for functional things to climb on (above), which seems like it would be useful to gauge the size of a playset.

Commented [c40]: Parentheses

San68	Railings, weighted	0=no 3=yes
San69	Stationary, weighted negatively	0=no -3=yes
Scoren6, things to stand or walk on	Max score 42 + unlimited #. scoren6=sum((an63+an64)*(an62p_pres+an62b_pres), an62tot, an67, san68, san69).	
San71	Pretend play panels, recoded	1=1 2=2 3=3-5 4=6-10 5=11+
San72	Sound tubes, recoded	1=1 2=2 3=3-5 4=6-10 5=11+
San73	Game panels, recoded	1=1 2=2 3=3-5 4=6-10 5=11+
San74	Educational panels, recoded	1=1 2=2 3=3-5 4=6-10 5=11+
San75	Water spray ground, weighted	0=no 50=yes
San76	Other, recoded	1=1 2=2 3=3-5 4=6-10 5=11+
Scoren7, other features	Max score 75. scoren7=sum(san71,san72,san73,san74, san75, san76).	
An83	Condition, swings	1=poor 2=fair 3=excellent
An84	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
San81	Presence of swings, weighted	0=no 3=yes
San82tot	Number of swings, summed	#

Commented [c41]: Parentheses

An85	Top bar height	1=<5ft 2=5-8ft 3=>8ft
An88	Chain protection	0=no 1=yes
An89	Drained landing	0=no 1=yes
Scoren8, Swings in Play set	Max score 23+ unlimited # scoren8=sum((an83+an84)*san81, san82tot, an85, an88,an89).	
Play set OVERALL SCORE	Max score 369 + unspecified # playset_overall_score=sum(scoren1, scoren2,scoren3,scoren4,scoren5_functional, scoren5_fun,scoren6,scoren7, scoren8).	

Commented [c42]: Parentheses

Section O – Other Play Equipment

Item	Description	Scoring
Ao13	Condition, slides	1=poor 2=fair 3=excellent
Ao14	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao11	Presence, weighted	0=no 5=yes
Sao12t ot	Number, summed, recoded and weighted	0= 0 or 1 5=2 10=3 15=4 20=5+
Ao16	Width	1=<1ft 2=1-3ft 3=>3ft
Sao18	Surface material, recoded and weighted	0=asphalt, gravel, wooden 1=felt, grass 3=mulch, sand 5=rubberized
Ao19	Secured	0=no 1=yes
Ao110	Soft landing	0=no 1=yes
Ao111	Drained landing	0=no 1=yes
Scoreo 1, Slides	Max score 61. scoreo1=sum((ao13+ao14)*sao11, sao12tot,ao16, sao18, ao19, ao110, ao111).	

Commented [c43]: Parentheses

Ao23	Condition, climbers	1=poor 2=fair 3=excellent
Ao24	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao21	Presence, weighted	0=no 5=yes
Ao25	Height	1=<5ft 2=5-8ft 3=>8ft
Sao27	Surface material, recoded and weighted	0=asphalt, gravel, wooden 1=felt, grass 3=mulch, sand 5=rubberized
Sao28	Rope assist	0=no 1=yes
Sao22tot	Number, summed, recoded and weighted	0=0 or 1 5=2 10=3 15=4 20=5 25=6 30=7+
Scoreo2, Climbers	Max score 69. scoreo2=sum((ao23+ao24)*sao21, ao25, sao27, sao28, sao22tot).	
Ao33	Condition, swings	1=poor 2=fair 3=excellent
Ao34	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao31	Presence of swings, weighted	0=no 3=yes
Sao32tot	Number of swings, summed	#
Ao35	Top bar height	1=<5ft 2=5-8ft 3=>8ft
Ao39	Chain protection	0=no 1=yes
Ao310	Drained landing	0=no 1=yes
Scoreo3,	Max score 23 + unlimited # of swings. scoreo3 = sum((ao33+ao34)*sao31, sao32tot, ao35, ao39,ao310).	

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Commented [c45]: Parentheses

Swings		
Ao43	Condition, blacktop games	1=poor 2=fair 3=excellent
Ao44	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao41	Presence of blacktop games, weighted	0=no 5=yes
Sao42tot	Number, summed, recoded and weighted	3=2-3 6=4-5 9=6-7 12=8-9 15=10+
Ao45	Separation from traffic, weighted in subscale	0=no 3=yes
Ao47	Coverage	0=no 1=yes
Ao48	Drainage	0=no 1=yes
Ao49	Lighting	0=no 1=yes
Ao410	Seating	0=no 1=yes
Scoreo4, Blacktop Games	Max score 52. scoreo4=sum((ao43+ao44)*sao41, sao42tot, 3*ao45,ao46, ao47, ao48, ao49, ao410).	
Ao53	Condition, spring toys	1=poor 2=fair 3=excellent
Ao54	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao51	Presence of spring toys, weighted	0=no 3=yes
Sao52tot	Number, summed, recoded and weighted	3=2-3 6=4-5 9=6-7 12=8-9 15=10+
Sao56	Surface material, recoded and weighted	0=asphalt, gravel, wooden 1=felt, grass 3=mulch, sand 5=rubberized
Ao57	Size	1=1 child

Commented [c46]: Parentheses

		2=2 children 3=3+ children
Ao58	Coils encased	0=no 1=yes
Ao59	Adequate tension, weighted in subscale	0=no 3=yes
Ao510	Coverage	0=no 1=yes
Ao511	Drainage	0=no 1=yes
Ao512	Handle bars	0=no 1=yes
Ao513	seating	0=no 1=yes
Scoreo5, Spring Toys	Max score 49. scoreo5=sum((ao53+ao54)*sao51, sao52tot, sao56, ao57, ao58, 3*ao59, ao510, ao511, ao512, ao513).	
Ao63	Condition, imaginary play structures	1=poor 2=fair 3=excellent
Ao64	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao61	Presence of imaginary play, weighted	0=no 5=yes
Sao62tot	Number, summed, recoded and weighted	3=2-3 6=4-5 9=6-7 12=8-9 15=10+
Sao66	Surface material, recoded and weighted	0=asphalt, gravel, wooden 1=felt, grass 3=mulch, sand 5=rubberized
Ao67	Size	1=1 child 2=2 children 3=3+ children
Ao68	Colorful	0=no 1=yes
Ao69	Seating	0=no 1=yes
Scoreo6, imaginary play structu	Max score 55. scoreo6=sum((ao63+ao64)*sao61, sao62tot, sao66, ao67, ao68, ao69).	

Commented [c47]: Parentheses

Commented [c48]: Parentheses

res		
Ao73	Condition, things to hang on	1=poor 2=fair 3=excellent
Ao74	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sao71	Presence of things to hang on, weighted	0=no 5=yes
Sao72	Number, summed, recoded and weighted	5=2 things 10=3 15=4 20=5+
Sao77	Surface material, recoded and weighted	0=asphalt, gravel, wooden 1=felt, grass 3=mulch, sand 5=rubberized
Ao78	Moveable, weighted in subscale	0=no 3=yes
Scoreo7, things to hang from	Max score 58. $\text{scoreo7} = \text{sum}((\text{ao73} + \text{ao74}) * \text{sao71}, \text{sao72}, \text{sao77}, 3 * \text{ao78})$.	
Other Play Equipm ent OVERA LL SCORE	Max score 367 + # of swings $\text{other_playequipment_total_score} = \text{sum}(\text{scoreo1}, \text{scoreo2}, \text{scoreo3}, \text{scoreo4}, \text{scoreo5}, \text{scoreo6}, \text{scoreo7})$.	
Any Play OVERA LL SCORE	Max score 736 + unlimited # $\text{anyplay_overall_score} = \text{sum}(\text{scoren1}, \text{scoren2}, \text{scoren3}, \text{scoren4}, \text{scoren5_functional}, \text{scoren5_fu}$ $\text{n}, \text{scoren6}, \text{scoren7}, \text{scoren8}, \text{scoreo1}, \text{scoreo2}, \text{scoreo3}, \text{scoreo4}, \text{scoreo5}, \text{scoreo6}, \text{scoreo7})$.	

Commented [c49]: Parentheses

Section P – Athletic fields and other recreation areas

Item	Description	Scoring
Ap21	Ground condition, athletic fields	1=poor 2=fair 3=excellent
Ap22	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely

Commented [c50]: No score for presence of other rec areas on P1 (non field/court/skate)

Sfieldn_tot	Number of fields (bmx track, cross country ski, football, Frisbee golf, ropes course, soccer weighted double), capped at 40	# (40=40+)
Field_diversity	Field totals, recoded: fieldp_tot	0=0 or 1 field 5=2+ fields
Ap23	Drainage	1=not at all 2=somewhat 3=mostly to extremely
Ap24	Playground presence	0=no 1=yes
Sap25	Playground proximity, dichotomized	1=0-100ft 0=101+ft
Sap26	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Ap27	Most striped/lined, weighted in subscale	0=no 3=yes
Ap28	Open restrooms	0=no 1=yes
Sap29	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Ap210	Seating	0=no 1=yes
Ap211	Seating covered	0=no 1=yes
Ap212	Drinking fountain	0=no 1=yes
Ap213	Perimeter	1=not at all 2=some 3=a lot or all
Ap214	Concessions	0=no 1=yes
Ap215	Components present, weighted in subscale	0=no 3=yes
Ap216	Trash cans	0=no 1=yes
Ap217	Lighting	0=no 1=yes
Scorep2, Fields	Max score 293. scorep2=sum((ap21+ap22)*(sfieldn_tot+field_diversity), ap23,ap24, sap25, sap26, 3*ap27, ap28, sap29, ap210, ap211, ap212, ap213, ap214, 3*ap215, ap216, ap217).	
Ap31	Ground condition, athletic courts	1=poor 2=fair 3=excellent
Sap35	Most striped/lined, weighted	0=no 3=yes
Scourtn_tot	Number of courts (basketball, handball, tennis, volleyball, track weighted double), capped at 40	# (40=40+)

Commented [c51]: Parentheses

Court_ diversity	Court totals, dichotomized: courtp_tot	0=0 or 1 field 5=2+ fields
Ap32	Playground presence	0=no 1=yes
Sap33	Playground proximity, dichotomized	1=0-100ft 0=101+ft
Sap34	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Ap36	Striping/line condition	1=poor 2=fair 3=excellent
Ap37	Open restrooms	0=no 1=yes
Sap38	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Ap39	Seating	0=no 1=yes
Ap310	Seating covered	0=no 1=yes
Ap311	Drinking fountain	0=no 1=yes
Ap312	Perimeter	1=not at all 2=some 3=a lot or all
Ap313	Concessions	0=no 1=yes
Ap314	Adequate size	0=no 1=yes
Ap315	Components present, weighted in subscale	0=no 3=yes
Ap316	Trash cans	0=no 1=yes
Ap317	Lighting	0=no 1=yes
Ap318	Signage	0=no 1=yes
Ap319	Reserved	0=no 1=yes
Ap320	Rules	0=no 1=yes
Scorep3, courts	Max score 294. scorep3=sum((ap31+sap35)*(scourtn_tot+court_diversity), ap32, sap33, sap34, ap36, ap37, sap38, ap39, ap310, ap311, ap312, ap313, ap314, 3*ap315, ap316, ap317, ap318, ap319, ap320).	
Sports OVERALL SCORE	Max score 587. SUM(SCOREP2,SCOREP3)	

Commented [c52]: This is a deviation from the typical, condition+cleanliness

Commented [c53]: Parentheses

Scorep_ other, indoor rec center	Indoor rec center presence, weighted	0=no 20=yes
Ap41	Condition, Skate areas	1=poor 2=fair 3=excellent
Ap42	Cleanliness	1=not at all 2=somewhat 3=mostly to extremely
Sap119	Skate area presence, weighted	0=no 5=yes
Skate_ diversity	Type of skate area (bowl, streetscape, half pipe summed and recoded)	0=0 or 1 type 5=2-3 types
Ap47	Ledges	0=0 1=1-5 2=6-10 3=11+
Ap48	Size	1=<5 kids 2=5-10 kids 3=11+ kids
Ap49	Height variability	0=no 1=yes
Ap410	Separation by age groups	0=no 1=yes
Sap411	Parking proximity, dichotomized	1=0-100ft 0=101+ft
Ap412	Restrooms	0=no 1=yes
Sap413	Restroom proximity, dichotomized	1=0-100ft 0=101+ft
Ap414	Seating	0=no 1=yes
Ap415	Covered seating	0=no 1=yes
Ap416	Drinking fountain	0=no 1=yes
Ap417	Perimeter	0=no 1=yes
Ap418	Concession	0=no 1=yes
Ap419	Phone	0=no 1=yes
Ap420	Rules	0=no 1=yes
Ap421	Lighting	0=no 1=yes

Ap422	Rentals	0=no 1=yes
Ap423	Staffed	0=no 1=yes
Scorep4, skate areas	Max score 81. scorep4=sum((ap41+ap42)*(sap119+skate_diversity), ap47, ap48, ap49, ap410, sap411, ap412, sap413, ap414, ap415, ap416, ap417, ap418, ap419, ap420, ap421, ap422, ap423)	
Fields, courts, skate OVERALL SCORE	Max score 688. fields_courts_total_score=sum(scorep2, scorep3, scorep_other, scorep4).	

Commented [c54]: parentheses

Total Full Park Scores

Item	Description	Scoring
Total_ park_ score_Full_ Tool	Sum of all overall scores (sections a-p)	
Total_ TEAN_ park_score	Sum of all overall scores, without playsets (sections a-m, p)	

Abbreviated Scores

Abbreviated - PA

Item	Description	Scoring
Qaa13	Paved trail condition, recoded	0=poor 0=fair 1=excellent
Qaa15	Paved trail cleanliness, recoded	0=not at all 0=somewhat 1=mostly to extremely
A6length_NEW_dichot	Paved trail length, dichotomized	0=0-2.5mi 1=>2.5mi
Qaa73	Unpaved trail condition, recoded	0=poor 0=fair 1=excellent
Qaa75	Unpaved trail cleanliness, recoded	0=not at all 0=somewhat 1=mostly to extremely
A12length_NEW_dichot	Unpaved trail length, dichotomized	0=0-2.5mi 1=>2.5mi
PavedTrail_abbrev	PavedTrail_abbrev_quality_score=(sum(qaa13,qaa15,A6length_NEW_dichot)/3)+aa11.	
UnpavedTrail_abbrev	UnpavedTrail_abbrev_quality_score=(sum(qaa73,qaa75,A12length_NEW_dichot)/3)+aa71.	
All trails_abbrev	Trail_abbrev_quality_score=(sum(UnpavedTrail_abbrev_quality_score,PavedTrail_abbrev_quality_score)).	
Qac12	Number of open spaces, dichotomized	0=1 1=2+
Qac13	Open space size, dichotomized	0=50ft x 50ft 0=50-100ft x 50-100ft 1=>100ft x >100ft
Qac14	Open space surface, recoded	0=dirt 0=other 1=grass
Qac16	Open space condition, dichotomized	0=poor 0=fair 1=excellent
Open space abbreviated	OS_abbrev_quality_score=(sum(qac12,qac13,qac14,qac16,ac19)/5+ac11).	
Ad34	Pool, Operational	0=no 1=yes
Qad35	Pool cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qad36	Pool condition, dichotomized	0=poor 0=fair 1=excellent

Pool abbreviated	Pool_abbrev_quality_score=(sum(ad34,qad35,qad36)/3+ad31).	
Qad52	Beach cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qad53	Beach size, dichotomized	0=50ft x 50ft 0=50-100ft x 50-100ft 1=>100ft x >100ft
Qad54	Beach accessibility, dichotomized	0=not or partially accessible 1=easily accessed
Beach abbreviated	Beach_abbrev_quality_score=(sum(qad52,qad53,qad54)/3+ad51).	
Qak43	Sidewalk cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qak44	Sidewalk condition, dichotomized	0=poor 0=fair 1=excellent
Qak45	Sidewalk width, dichotomized	0=<2ft 0=2-5ft 1=>5ft
Ak47	Linkage to path	0=no 1=yes
Ak48	Crosswalks across streets into park	0=no 1=yes
Sidewalks abbreviated	Sidewalk_abbrev_quality_score=(sum(qak43,qak44,qak45,ak47,ak48)/5+ak41).	
Qan22	Playset ground condition, dichotomized	0=poor 0=fair 1=excellent
Qan23	Playset ground cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qan33	Hanger condition, dichotomized	0=poor 0=fair 1=excellent
Qan34	Hanger cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qan43	Slide condition, dichotomized	0=poor 0=fair 1=excellent
Qan44	Slide cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qan53	Functional stair condition, dichotomized	0=poor 0=fair 1=excellent

Qan54	Functional stair cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qan57	Fun stair condition, dichotomized	0=poor 0=fair 1=excellent
Qan58	Fun stair cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qan63	Walker condition, dichotomized	0=poor 0=fair 1=excellent
Qan64	Walker cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qan83	Swing condition, dichotomized	0=poor 0=fair 1=excellent
Qan84	Swing cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qao13	Slide condition, dichotomized (non playset)	0=poor 0=fair 1=excellent
Qao14	Slide cleanliness, dichotomized (non playset)	0=not at all 0=somewhat 1=mostly to extremely
Qao23	Climber condition, dichotomized (non playset)	0=poor 0=fair 1=excellent
Qao24	Climber cleanliness, dichotomized (non playset)	0=not at all 0=somewhat 1=mostly to extremely
Qao33	Swing condition, dichotomized (non playset)	0=poor 0=fair 1=excellent
Qao43	Blacktop game condition, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qao44	Blacktop game cleanliness, dichotomized	0=poor 0=fair 1=excellent
Qao53	Spring toy condition, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qao54	Spring toy cleanliness, dichotomized	0=poor 0=fair

		1=excellent
Qao63	Imaginary play condition, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qao64	Imaginary play cleanliness, dichotomized	0=poor 0=fair 1=excellent
Qao73	Hanger condition, dichotomized (non playset)	0=not at all 0=somewhat 1=mostly to extremely
Qao74	Hanger cleanliness, dichotomized (non playset)	0=poor 0=fair 1=excellent
An11	Playset presence	
Other_play_counts	Presence of any other play equipment	IF (ao11 = 1 ao21 = 1 ao31 = 1 ao41 = 1 ao51 = 1 ao61 = 1 ao71 = 1) other_play_counts=1.
Play abbreviated score	Play_abbrev_quality_score=(sum(qan22,qan23,qan33,qan34,qan43,qan44,qan53,qan54,qan57,qan58,qan63,qan64,qan83,qan84,qao13,qao14,qao23,qao24,qao33,qao34,qao43,qao44,qao53,qao54,qao63,qao64,qao73,qao74)/28)+sum(an11,other_play_counts).	
Qap21	Field condition, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qap22	Field cleanliness, dichotomized	0=poor 0=fair 1=excellent
Ap27	Field, most striped/lined	0=no 1=yes
Ap215	Field, components present	0=no 1=yes
Qap31	Court condition, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Ap35	Court, most striped/lined	0=no 1=yes
Ap315	Court, components present	0=no 1=yes
Qap41	Skate condition, dichotomized	0=poor 0=fair 1=excellent
Qap42	Skate cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely

Field_counts	Presence of any fields	IF (ap11p = 1 ap12p = 1 ap15p = 1 ap112p = 1 ap14p = 1 ap18p = 1 ap110p = 1 ap111p = 1 ap116p = 1 ap120p = 1) field_counts=1.
Court_counts	Presence of any courts	IF (ap13p = 1 ap17p = 1 ap19p = 1 ap114p = 1 ap115p = 1 ap117p = 1 ap118p = 1 ap16p = 1 ap113p = 1 ap121p = 1 ap122p = 1 ap123p = 1) court_counts=1.
Ap119p	Presence of skate park	0=no 1=yes
Sports abbreviated score	Sports_abbrev_quality_score=(sum(qap21,qap22,ap27,ap215,qap31,ap35,ap315,qap41,qap42)/9)+sum(field_counts,court_counts,ap119p).	
Abbreviated PA score	compute PA_ABBREVIATED_quality_score=sum(Trail_abbrev_quality_score,OS_abbrev_quality_score,Pool_abbrev_quality_score,Beach_abbrev_quality_score,Sidewalk_abbrev_quality_score,Play_abbrev_quality_score,Sports_abbrev_quality_score). execute.	

Abbreviated – Aesthetics

Item	Description	Scoring
Ac21	Meadow presence	0=no 1=yes
Ac31	Woods presence	0=no 1=yes
Ad12	Pond/lake presence	0=no 1=yes
Ad41	Fountain presence	0=no 1=yes
Ag11	Historical features presence	0=no 1=yes
Landscaping_counts	Any landscaping	IF (ai11 = 1 ai21 = 1 ai31 = 1) landscaping_counts=1.
Aj11	View presence	0=no 1=yes

Aj21	Art presence	0=no 1=yes
Aesthetics abbreviated count	Aesthetics_abbrev_count=sum(ac21,ac31,ad12,ad41,ag11,landscaping_counts,aj11,aj21).	
Qac22	Meadow size, dichotomized	0=25x25ft 0=25-50x25-50ft 1=>50x50ft
Ac25	Meadow, Adjacent water area	0=no 1=yes
Qac33	Wood cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Ac34	Woods, adjacent water area	0=no 1=yes
Qad13	Ponds/lakes number, dichotomized	0=1 1=2+
Qad16	Pond cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qad111	Pond aesthetics, dichotomized	0=poor 0=fair 1=excellent
Qad23	Streams cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qad24	Streams quality dichotomized	0=poor 0=fair 1=excellent
Ad43	Fountains, operational	0=no 1=yes
Qad46	Fountain condition, dichotomized	0=poor 0=fair 1=excellent
Qag13	Historical marker cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qah14	Historical marker condition, dichotomized	0=poor 0=fair 1=excellent
Qai12	Flower variety, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qai22	Shrub condition, dichotomized	0=poor 0=fair 1=excellent
Qai32	Landscaping bed cleanliness, dichotomized	0=not at all

		0=somewhat 1=mostly to extremely
Qai33	Landscaping bed condition, dichotomized	0=poor 0=fair 1=excellent
Qaj17	Viewing area cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qaj18	Viewing area visibility, dichotomized	0=<1000ft 0=1000-5000ft 1=>5000ft
Qaj22	Art, number dichotomized	0=1 1=2+
Aj24	Art, functional	0=no 1=yes
Qaj32	Neighborhood cleanliness	0=not at all 0=somewhat 1=mostly to extremely
Qaj33	Neighborhood condition	0=poor 0=fair 1=excellent
Aesthetics quality	Aesthetics_abbrev_quality=sum(qac22,ac25,qac33,ac34,qad13,qad16,qad11 1, qad23,qad24,ad43,qad46,qag13,qag14, qai12,qai22,qai32,qai33,qaj17,qaj18, qaj22,aj24,qaj32,qaj33)/23.	
Aesthetics abbreviated, overall	Aesthetics_abbrev_overall=sum(aesthetics_abbrev_count,aesthetics_abbrev _quality).	

Abbreviated – Amenities

Item	Description	Scoring
Aa31	Trail places to sit presence	0=no 1=yes
Ab11	Path presence	0=no 1=yes
Ae11	Drinking fountain presence	0=no 1=yes
Ae21	Grill presence	0=no 1=yes
Ae31	Picnic area presence	0=no 1=yes
Ae41	Vending presence	0=no 1=yes
Af12f	Fixed restroom presence	0=no 1=yes
Af12p	Portable restroom presence	0=no

		1=yes
Af21	Shelter presence	0=no 1=yes
Af31	Stage presence	0=no 1=yes
Ah11	Bench presence	0=no 1=yes
Ah21	Table presence	0=no 1=yes
Ah31	Seat wall presence	0=no 1=yes
Ah41	Bleacher presence	0=no 1=yes
Aj41	Trash can presence	0=no 1=yes
Aj51	Wildlife area presence	0=no 1=yes
Qak11	Number of entrances, dichotomized	0=1 1=2+
Ak21	Bike rack presence	0=no 1=yes
Ak31	Parking lot presence	0=no 1=yes
Al11	Rules sign presence	0=no 1=yes
Al21	Map presence	0=no 1=yes
Al31	Event posting presence	0=no 1=yes
Am11	Telephone presence	0=no 1=yes
Amenities abbreviated count	Amenities_abbrev_count=sum(aa31,ab11,ae11,ae21,ae31,ae41,af12f,af12p,af21,af31,ah11,ah21,ah31,ah41,aj51,qak11,ak21,ak31,al11,al21,al31,am11).	
Qaa35	Trail seating condition, dichotomized	0=poor 0=fair 1=excellent
Qaa38	Trail seating cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qaa310	Trail seating shading, dichotomized	0=0-33% 0=34-66% 1=67-100%
Qaa95	Unpaved trail seating condition, dichotomized	0=poor 0=fair 1=excellent
Qaa98	Unpaved trail seating cleanliness, dichotomized	0=not at all 0=somewhat

		1=mostly to extremely
Qaa910	Unpaved trail seating shading, dichotomized	0=0-33% 0=34-66% 1=67-100%
Qab13	Path condition, dichotomized	0=poor 0=fair 1=excellent
Qab15	Path cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qab19	Path coverage, dichotomized	0=0-33% 0=34-66% 1=67-100%
Qae14	Drinking fountain condition, dichotomized	0=poor 0=fair 1=excellent
Ae16	Drinking fountain child height	0=no 1=yes
Ae19	Drinking fountain paved	0=no 1=yes
Qae23	Grill cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qae24	Grill condition, dichotomized	0=poor 0=fair 1=excellent
Qae34	Picnic area cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qa314	Picnic area coverage, dichotomized	0=0-33% 0=34-66% 1=67-100%
Ae43	Vending operational	0=no 1=yes
Ae44	Vending variety	0=no 1=yes
Qaf14	Restroom cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qaf15	Restroom condition, dichotomized	0=poor 0=fair 1=excellent
Qaf24	Shelter cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qaf25	Shelter condition, dichotomized	0=poor 0=fair

		1=excellent
Qaf34	Stage cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qaf35	Stage condition, dichotomized	0=poor 0=fair 1=excellent
Qah13	Bench condition, dichotomized	0=poor 0=fair 1=excellent
Qah16	Bench cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qah19	Bench coverage, dichotomized	0=0-33% 0=34-66% 1=67-100%
Qah24	Table cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qah25	Table condition, dichotomized	0=poor 0=fair 1=excellent
Qah27	Table coverage, dichotomized	0=0-33% 0=34-66% 1=67-100%
Qah33	Seat wall cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qah34	Seat wall condition, dichotomized	0=poor 0=fair 1=excellent
Qah38	Seat wall coverage, dichotomized	0=0-33% 0=34-66% 1=67-100%
Qah43	Bleacher cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qah44	Bleacher condition, dichotomized	0=poor 0=fair 1=excellent
Qah48	Bleacher coverage, dichotomized	0=0-33% 0=34-66% 1=67-100%
Aj38	Neighborhood visibility from park	0=no 1=yes
Aj39	Neighborhood visibility into park	0=no 1=yes

Qaj43	Trash can cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qaj45	Trash can condition, dichotomized	0=poor 0=fair 1=excellent
Aj47	Trash cans covered	0=no 1=yes
Aj49	Trash can recycling	0=no 1=yes
Aj54	Wildlife area seating	0=no 1=yes
Qak12	Entrance cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qak23	Bike rack number, dichotomized	0=1 1=2+
Ak25	Bike racks secured	0=no 1=yes
Qak34	Parking lot cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qak35	Parking lot condition, dichotomized	0=poor 0=fair 1=excellent
Qal12	Rules sign cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Qal13	Rules sign condition, dichotomized	0=poor 0=fair 1=excellent
Qal22	Maps condition, dichotomized	0=poor 0=fair 1=excellent
Al33	Event postings up to date	0=no 1=yes
Qam13	Telephone cleanliness, dichotomized	0=not at all 0=somewhat 1=mostly to extremely
Am18	Telephone free to use	0=no 1=yes
Amenities quality, abbreviated	Amenities_abbrev_quality=sum(qaa35,qaa38,qaa310,qab13,qab15,qab19,qae14,ae16,ae19,qae23,qae24,qae34,qae314,ae43,ae44,qaf14,qaf15,qaf24,qaf25,qaf34,qaf35,qah13,qah16,qah19,qah24,qah25,qah27,qah33,qah34,qah38,qah43,qah44,qah48,aj38,aj39,qaj43,qaj45,aj47,aj49,aj54,qak12,qak23,ak25,qak34,qak35,qak52,	

	ak56,qal12,qal13,qal22,qal32,al33,qam13,am18)/54.
Amenities abbreviated overall	Amenities_abbrev_overall=sum(amenities_abbrev_count,Amenities_abbrev_quality).
Abbreviated Overall Park score	ABBREVIATED_overall_score=sum(PA_ABBREVIATED_quality_score,Aesthetics_abbrev_overall,Amenities_abbrev_overall).

Mini Scores

PA_Counts	PA_count_NEW=sum(aa11,aa71,ac11,ad31,ad51,ak41,an11,other_play_counts,field_counts,court_counts,ap124p,ap119p).
Other_counts	Other_feat_count_NEW=sum(ab11,ac21,ac31,ad11,ad21,ad41,ae21,ae31,af11,af21,af31,aj11,aj51,ak31,al21,seat_counts).
Mini Overall Park score	sum(aa11,aa71,ac11,ad31,ad51,ak41,an11,other_play_counts,field_counts,court_counts,ap124p,ap119p,ab11,ac21,ac31,ad11,ad21,ad41,ae21,ae31,af11,af21,af31,aj11,aj51,ak31,al21,seat_counts).