

Arcade / Casino / Pool Hall (Billiards) Checklist



ARC1	Agency Name:		
ARC2	Total number of arcades, casinos or pool halls assessed:	_____ arcades	
ARC3	Name/ location of the arcade, casino or pool hall:		
ARC4	Is there a continuous unobstructed route of travel from entrance to the game area?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC5	Is the route of travel well-lit?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC6	Describe the surface of the route of travel:		
ARC7	Slope of route of travel (at its steepest incline):	_____ % (enter 0% if flat)	
ARC8	Width of route of travel (at its narrowest point):	_____ inches (at least 36")	
ARC9	Does the arcade, casino or pool hall have an entrance in addition to the main entrance?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC10	If yes, clear open width of door to the arcade/casino/pool hall:	_____ inches (at least 32")	
ARC11	Opening force of door: _____ pounds	_____ pounds (5 pounds or less)	
ARC12	Handle type entering : <input type="checkbox"/> automatic <input type="checkbox"/> knob <input type="checkbox"/> pull <input type="checkbox"/> push/pull paddle/bar <input type="checkbox"/> entry set-top button <input type="checkbox"/> lever <input type="checkbox"/> push plate <input type="checkbox"/> other:		
ARC13	Handle type exiting : <input type="checkbox"/> automatic <input type="checkbox"/> knob <input type="checkbox"/> pull <input type="checkbox"/> push/pull paddle/bar <input type="checkbox"/> entry set-top button <input type="checkbox"/> lever <input type="checkbox"/> push plate <input type="checkbox"/> other:		
ARC14	Clear space on pull side of door:	_____ inches (at least 18")	
ARC15	Overall, is there a clear route of travel throughout the arcade/casino/pool hall area? (minimum of 36")	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC16	Indicate type of games present (check all that apply): <input type="checkbox"/> upright video games <input type="checkbox"/> pool tables <input type="checkbox"/> seated video games <input type="checkbox"/> standing sport games <input type="checkbox"/> casino gaming tables <input type="checkbox"/> casino slots/video games <input type="checkbox"/> other: _____		
ARC17	How many games or pool tables are on a route of travel that is at least 36 inches wide and provides clear floor space that is at least 30 inches by 48 inches? <i>*Describe games and tables below</i>	_____ games/tables	
ARC18	List and describe games and tables that are <u>located on the accessible route of travel</u> that provide a clear space to transfer that is at least 30 inches by 48 inches.		
Name of or type of game (add more sheets if needed)		number available	photo
ARC19	Overall, do games/pool tables provide area large enough for wheelchair maneuvering? (60" circle)	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC20	Are there amusements/games on the accessible route that require a person to transfer onto the equipment (e.g. driving games or others that require player to sit in a seat)	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC21	For games that require a person to transfer, such as driving games, are there swivel seats to facilitate the transfer process?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC22	Overall, are machine displays easily readable (large buttons; screens large enough to read, contrasting colors)?	<input type="checkbox"/> yes <input type="checkbox"/> no <input type="checkbox"/> n/a <input type="checkbox"/> photo	
ARC23	Comments or additional information regarding arcade, casino or pool hall:		

Arcade / Casino / Pool Hall (Billiards) Checklist Information

Definitions for Arcade / Casino/ Pool Hall (Billiards):

- **Upright video games** are traditional gaming machines at which a player stands in front of the video game to play.
- **Seated video games** require a player to sit in a gaming seat in order to operate the game. Examples include driving games and virtual reality games.
- **Standing Sport Games** require a player to stand in front of the game to play. Examples include skeeball, basketball tossing games, and games which require you to hit objects, such as a strength game. Other standing games include air hockey, foosball and ping pong.
- **Casino Gaming Tables** include casino games such as poker tables, roulette tables, and other casino games played at a table.
- **Casino Slots and Video Games** include casino games such as slot machines and other casino games played at an upright machine.



Upright Arcade Game



Seated Arcade Game



Pool or Billiards Table



Standing Arcade Game



Standing Arcade Game



Poker Table



Slot Machines

Information for completing the Arcade / Pool Hall Checklist:

You do not need to list every game, but please note general categories of games that are available and are located on the accessible route of travel.

At least one of each type of game should be provided with clear floor or ground space and be served by accessible route of travel. Examples of game types: upright video games, seated video games, standing sport games and pool tables.

Clear floor or ground space must be provided that is 30 inches minimum by 48 inches minimum to allow someone access to a game.